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COMPUTER + VIDEO GAMES

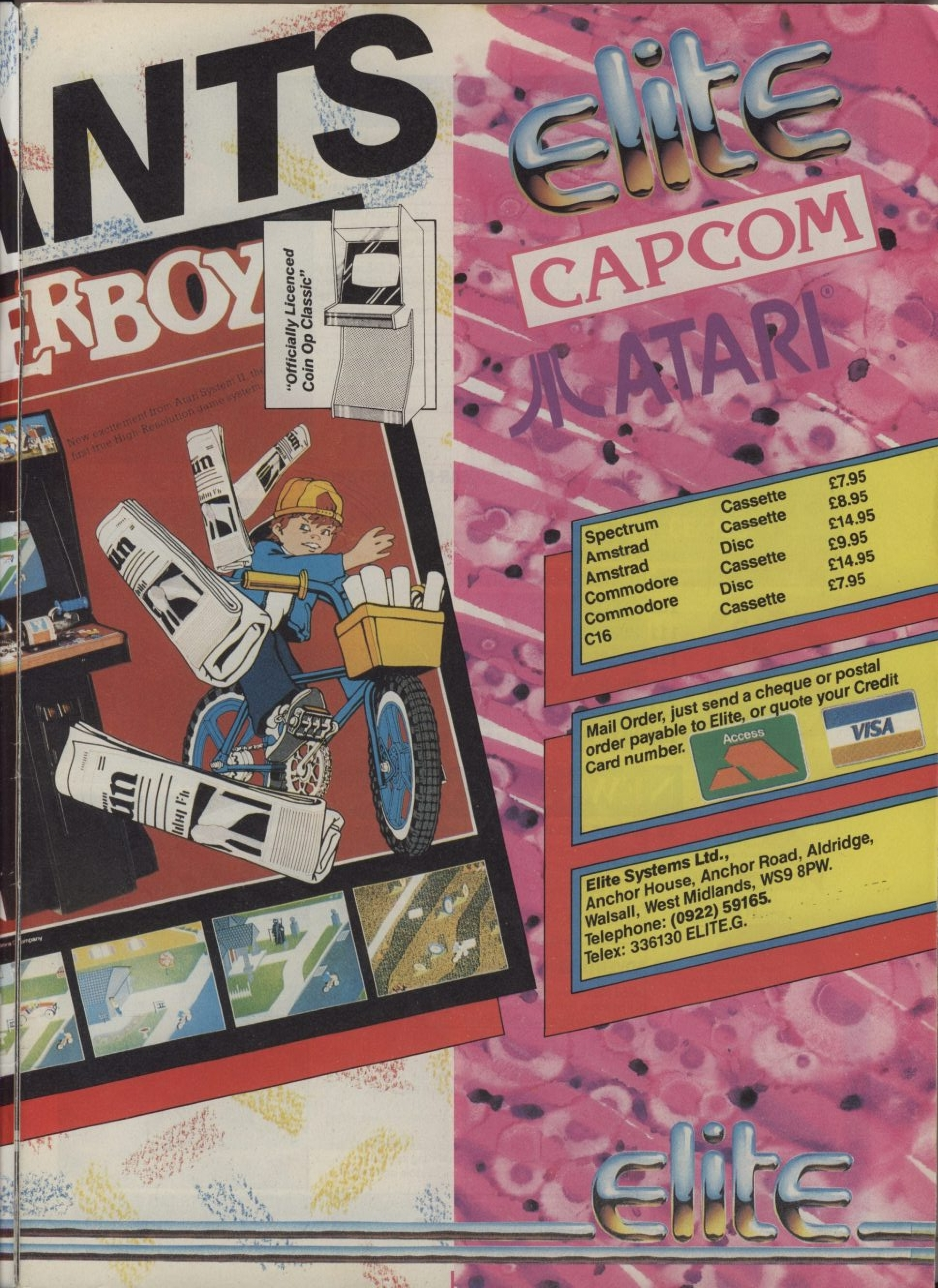
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NEWS & REVIEWS

19 REVIEWS THIS ISSUE:

GAME OF THE MONTH: It's another double top this month. C+VG awards its highest accolade to Dan Dare, Virgin's long-awaited game, and Super Cycle from US Gold. C+VG hits go to Parallax, Psi Chess, Vera Cruz, Infiltrator, Mission Elevator and Revolution. Plus lots more reviews.

80 ADVENTURE

Good old KC and his sunshine band of reviewers take a look at Phantasie, Futurezoo, Lapis Philosphorum, Mandragore, Jewels of Darkness and Hunchback.

8 NEWS AND HOSSIP GOSSIP

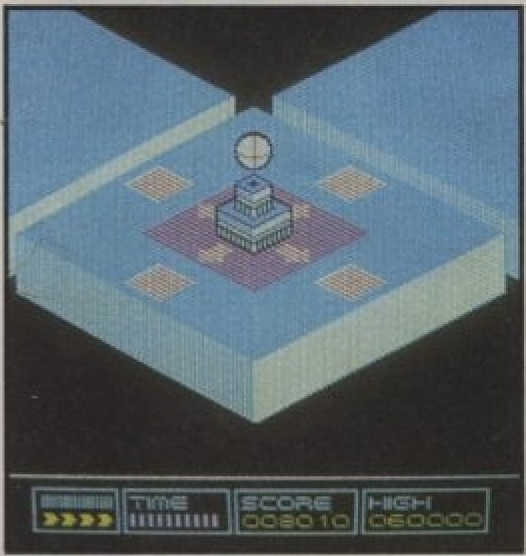
More news from the far-flung frontiers of space. A screen shot of Beyond's Star Trek has materialised in C+VG's transporter room. Don't miss it.

Are you C+VG's most loyal reader? We want to here from you.

Hot Gossiper Tony Takoushi enthuses this month about the Return of the Video Game. Sega is launching its Master System, Nintendo is producing a home console and Atari's long-awaited 7800 should arrive soon.



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REVOLUTION/P30



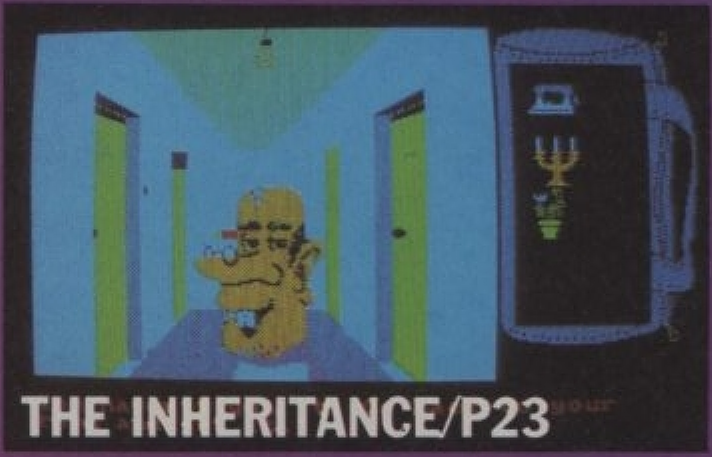
LABYRINTH/P102

INSIDE STORY

● Ere, John, where did you get this copy of C+VG then? Got a load around the back, John. Don't suppose you've got a copy of this new **Fist** game they are raving about? Nah, sorry John, top security job that one. Maybe next week.'Ere! They've got a picture of us in here! **Dodgy Geezers!** I like that! The cheek of it. No more dodgy than that **Alien** thing in that new film they've got pictures of. Naassty! So are these **Leather Goddess** characters by the sound of things. And they think WE'RE dodgy! And as for that bunch of people who go in for role-playing games — acting out their innermost fantasies and even dressing up to do it. That's what I call really dodgy. Still, they seem to enjoy it. Tell you what I enjoy, John. What's that, John? A bit of football — and in this issue there's a **Footballer of the Year** competition. I'll go for that, I need a new tracksuit. Got some of those around the back too, John, if you're interested. Well that's really magic, John. So's the new game from **Delta 4** — the **Colour of Magic.** They got that in this mag too then, John? Course, John, C+VG is magic. I better grab a few copies off you then, John, 'cos they are bound to disappear pretty quickly. That's right, John. Now, about this tracksuit . . .

Tim


FIST II/P18


THE INHERITANCE/P23


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SANXIONS/P61



THE BUGS/P111



DAN DARE/P19

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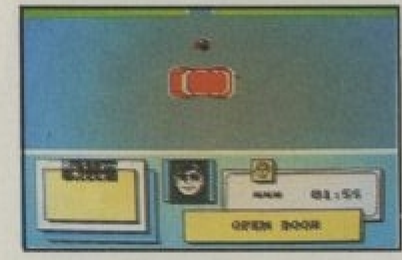
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MONSTER MEM

NEWS

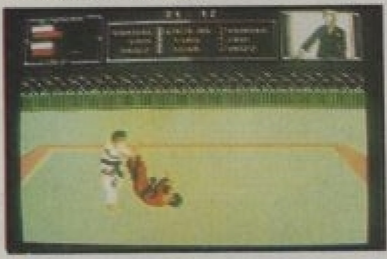
■ Two new software companies will start up in the autumn. Both are off-shoots of Ariolasoft. **39 Steps** will handle adventure releases,





and **Reaktor** will release arcade/action games. First out is **They Stole a Million** from the adventure people, and **Deactivators** on the arcade front. The programs will be available on the Amstrad, Spectrum and C64 at prices from £7.95.

■ More martial arts mayhem is on the way from **Martech**. But **Uchi-Mata** is an encounter of a more subtle kind. It's based on Judo — a martial art so far neglected by the computer fraternity. **Brian Jacks**, Britain's judo champ, has helped **Martech** produce what could be the best simulation of the sport yet seen. The graphics and animation are splendid. **Uchi-Mata** will be launched in September for the 64 with other versions to follow.



■ From the wild frontiers of deepest space comes more news about **Star Trek, Beyond's** new game, which should be due in earth orbit around Christmas.

This screen shot, which was beamed up into the good ship



C+VG's transporter room, shows the digitized faces of the Enterprise's crew.

Fragments of paper found in the transporter suggest that in the game you control the main characters — Kirk, Spock, McCoy etc — in the battle to beat the evil Klingons and their psiemiter. There are, apparently, more than 1,000 stars in the game, and 256 sub-plots.

The game will also include solid 3D graphics and 3D vector graphics.

More news as and when . . .

■ Movie lovers who've always wanted to be directors, need be frustrated no more. The first interactive motion pictures were unveiled at Chicago's Consumer Electonics Show by **Master Designer Software**.

CINEMAWARE Interactive movies are "played" on the computer. CINEMAWARE emulates the graphic look of a movie, employing pans, closeups and zooms. The interactive movies incorporate cinematic themes as well. **Defender of the Crown** is set in the days of Robin Hood complete with tournaments, pitched battles and damsels in distress.

The King of Chicago is based upon the Warner Bros gangster epics of the 1930s. **S.D.I.** sends a dashing American rocket pilot in a suicidal mission to save the human race — **Sinbad and the Throne of the Falcon** features a loveable genie, fierce warriors, man-eating monsters and a beautiful princess.

Bob Jacob, president of Master Designer Software said: "CINEMAWARE gives everyone the chance to be an Errol Flynn or a Humphrey Bogart in an open-ended movie that offers many potential plotlines and hundreds of hours of nonrepetitive play. It is absolutely a new genre."

CINEMAWARE movies utilise full 3-D animation and each has a professionally composed original soundtrack.

Now the bad news. The movies will be produced solely for the Amiga, Macintosh and Atari ST.

CINEMAWARE's creators include **Jerry Pournelle**, the bestselling sci-fi author.

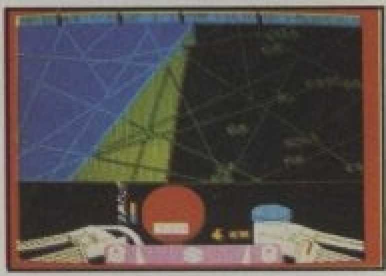


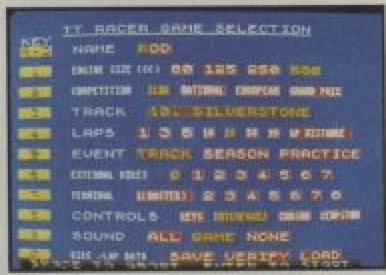
Two years in the making, **TT Racer**, the new game from **Digital Integration** got into top gear at the Personal Computer World Show. But before the show, top **Suzuki** Grand Prix rider **Paul Lewis** took **TT Racer** for a spin in a break during practice for the recent British 500cc bike Grand Prix at Silverstone.

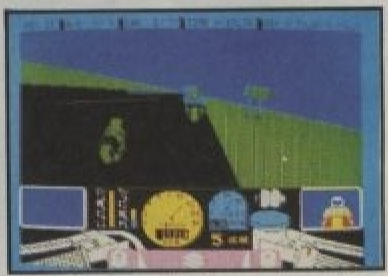
Paul fared better with the Spectrum than the real thing as it turned out. He fell during the opening lap of the Grand Prix, which was run in disgustingly wet conditions, and injured his ankle.

At least when you play DI's latest simulation you won't have to suffer any broken bones — but it is the closest you'll get to racing





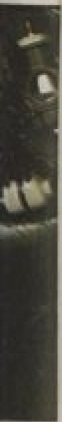




a 500cc Grand Prix machine. "It really does provide a realistic simulation of a racing bike," Paul told C+VG at Silverstone.

Paul and the Suzuki Heron Grand Prix team gave programmer **Rod Swift** loads of help and guidance as he developed the simulation.

The game has a huge number of options, types of bikes, circuits, etc — and the graphics are pretty near, too. Each of the 12 circuits



is an accurate representation of the real thing.

To prove it, C+VG's own ace biker asked Paul if he knew where he was as he attempted a computerised lap of Silverstone. "Just coming into Abbey bend," he grinned, easing down to a sedate 150 mph!

Apart from choosing your circuit you also get to set up the bike in the pits before the race — selecting the correct tyres and gears are crucial.

And those of us who don't happen to have the circuits implanted in their brains like Mr Lewis, you can always refer to the circuit maps provided.

If you're not up to the Lewis standard — never fear! You can always opt to race at club level on 80cc or 125cc bikes. So there's hope for all of us would be **TT Racers**. The game is available now for the Spectrum 48 and 128 and will set you back a very reasonable £9.95.

■ The new game from those people at **Bubble Bus,** is called **Ice Temple** and it looks set to reach the top of the charts. It's an arcade adventure with Ultimate style graphics.

You play the part of Nick, a space council worker and part-time mega-hero. You've just bought a brand new car — and someone's just pinched it.

After much galaxy trotting you track your car down to a planet that is in the throes of an ice-age.

Nick figures he must shut down the main reactor and save the planet from a cold future. But the aliens, who are trying to freeze everybody, try to stop him.

Ice Temple will be on the Spectrum 48/128 and sell for around £7.95.

■ **Cyborg.** A cybernetic organism. Trinium layered plasti-steel shell. Black. Infra-red vision. A tough character. It's the new "biggie" from **CRL.**

After an horrific accident, a man barely alive is repaired, rebuilt, and renamed by scientists. Armed with super-sensory equipment and a gun on his right arm, it was decided that Cyborg should be retained for special operations.

Soon after starting the game, you will find yourself in a full-blown combat situation. Armed with a laser rifle and carbine, you must defend yourself and your allies from marauding aliens.

Cyborg is an arcade adventure in the true sense of the phrase. 3D movement in four directions, slick scrolling graphics and a horde of nasties are all included.

The game will be released in October on the Commodore 64 and Spectrum.

HOT GOSSIP

By Tony Takoushi

Do all you pensioners out there remember the dedicated video games consoles? Remember all those really brill games on the **Coleco, Vectrex** and **Atari VCS?** Don't know about you, but I miss them SO much!

Happy days will soon be here again as three, YES THREE, games consoles will soon to be on sale in your high street stores.

Atari is launching its long-awaited **7800 Games Console** with many of the classic coin-op games and quite a few conversions of hit micro games.

Sega is launching its **Master System** with industry-shattering memory specification cartridges.

Nintendo, another major force in the arcades, is set to enter the home console scene in the UK after great success in Japan. It claims six million units have been sold there.

The Atari 7800 has been around for a couple of years but there never seemed to be any real news of its launch or development.

It is now said to have around 100 sprites with a large cartridge/memory capacity. Atari say it is comparable with the Sega system.

Games that will be available include *Pole Position* 2 (comes with the unit on purchase), *Joust, Robotron, Xevious.* There are just the start, Atari promose.

On the home micro front Atari has ensured a crossflow with conversions of some real classics.

Titles due are, *One-on-One, Skyfox, Touchdown Football, Choplifter, Summer+Winter Games, Impossible Mission, Super Huey* and *Rescue on Fractalus.*

Atari say the 7800 should be on sale just before Christmas and it will be firmly established in 1987. It should retail for around £70 with cartridges ranging from £10 to £15.

When I was told about the Sega system my mouth just dropped wide open. Pull your ears back and listen to this . . .

The game console has 128K of ROM and 128K of RAM. It can take Astron cards — these are like credit cards — with a capacity of 256K of machine code.

To try and put this into perspective, the Atari VCS cartridges are usually 4K. The Coleco offered, at best, 32K capacity and the Vectrex 8K.

The Sega system offers ONE MILLION bytes in ONE cartridge. This is 250,000 times more than a VCS cartridge, 31,250 times more than the best Coleco cartridge, and 125,000 times more than the best Vectrex cartridge!

Now do you begin to understand what I am getting at?

The unit will come with a Combo Mega Cartridge (1048K) featuring *Hang-On* — the arcade hit — and *Safari Hunt.*

Games due for release on the Astron card include *Iransbot,* a space shoot'em up, *My Hero,* a kung-fu hero against punks, *Ghost House,* a classic arcade adventure, *Teddy Boy,* (a maze chase derivative and *F-16 Fighting Falcon* a flight/combat simulator. Will it replace my MACH3?.



There are seven Mega Cartridges due for release. These are all one megabyte in capacity and should set the standard for all console games. *Space Harrier* here we come!

Black Belt is a karate game in which you plough your way through entire enemy armies trying to restore order to the world.

All Star Wrestling offers twenty different holds and wrestling techniques. You can also indulge in out of ring battles, weapon fighting, attacks from the corner post and two man charges. You have to clear 30 complete rounds before you can have a shot at the championship.

Hang-On/Safari Hunt comes with the console. *Hang-On* is a 3D motorcycle game in which you race through grasslands, seasides, valleys, night time cityscapes and even racecourses!. *Safari Hunt* has you scrambling around the jungle trying to survive with all the usual dangers — thick rain forests, gulping bogs and alligators.

Fantasy Zone is real weird! The graphics and sound are really out of this world. You have to build a ship and then take off for the Fantasy Zone flying through planets along the way.

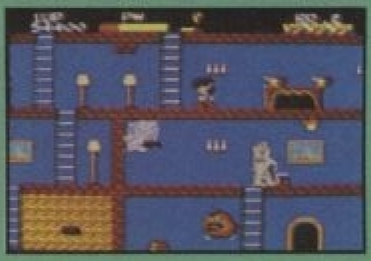
World GP is a car race game with a difference. You design the track, race on it and help build up your car with the prize money you win.

Choplifter, boy this is really turning into a classic! Dan Gorlin's epic sees the light once more on the Sega and Atari systems and has been translated to the arcades too!

The Sega System has special control pads (joysticks to you) and a Light Phaser — for when you want to shoot your TV during *EastEnders*!.

Sega has released the system in Japan and the States although plans for a UK launch are still to be finalised, a price of around £100





has been mooted with cartridges around £12.

The Nintendo games console has been a huge success in Japan, establishing itself as number one in the home market.

It sells for $156 in the U.S. with cartridges between $20 and $30.

Nintendo will be releasing their arcade hits onto the home console, so keep your eyes peeled for the *Mario Bros* games and *Punch Out.*

At the moment Atari is the only company with firm plans for launching its console in the UK. The other companies are still sorting out internal problems and marketing arguments.

So if you want to hear the news first make sure you read C+VG every month and forget about those boring, zapped out, other mags . . .

● continued on page 10

NEWS

■ The November issue of **Computer and Video Games** is something a bit special — it's our fifth birthday issue! Believe it or not C+VG has been going for FIVE whole years. That's 60 action packed issues since we first appeared on the scene way back in November 1981.

To celebrate our birthday we'll have lots of special features and competitions — but we want you to join in the celebrations too.

We want to find C+VG's most loyal reader — the one who has been getting C+VG the longest AND who can answer a few simple questions about their favourite magazine to prove it!

The longest serving reader will get a free lifetime subscription to C+VG, plus copies of the top 10 games for their machine according to the Gallup Software Chart for November. The winner will also receive a Big Red t-shirt, plus his, or her, picture with the C+VG team, which we'll print in next months magazine.
1) What did the cover of C+VG's first issue look like?
2) Name C+VG's first editor?
3) Which adventurous long-serving C+VG writer has had his name in EVERY issue.

We might also want you to prove that you've got every copy of C+VG since 1981 — so dust off your binders before you fill in the coupon below. Send in your entry to Computer and Video Games, Long Service Award, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. In order to get your picture into the next issue we'll need your entries by September 29th.

C+VG LONG SERVICE AWARD

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I've been reading C+VG for ______ years. Machine owned ____________

My answers are:

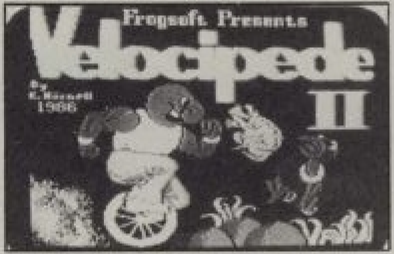
1. ____________

2. ____________

3. ____________

■ **Players Software** are producing games by the bundle! They have seven games for imminent release on the Commodore 64 and 16, Amstrad and Spectrum. For the Commodore there is **Velocipede II,** featuring Mr Megafat on a unicycle and **It's Clean Up Time** in which you play the part of a janitor in a platform game. Both run on the C64.

Spectrum owners can look forward to two graphic adventures. **Shrewsbury Key**

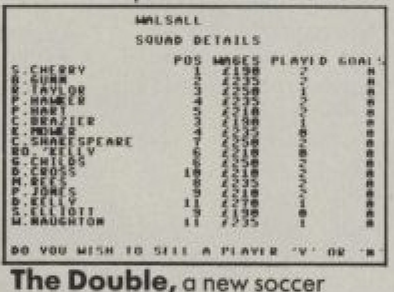


places you, as a modern-day commuter, in an amazingly interesting adventure based on a trip to Shrewsbury. The second program is a science-fiction game, **Zarcon Mystery.** The gamer must save Earth from destruction.



Amstrad users can choose between **Magic Maths** and **Big Top Barney**. **Magic Maths** is an educational title, while **BTB** is set in a circus, and requires the player to perform various feats before the crowd. **Auriga** is a space shoot-em-up on the C16.

■ Building up a squad and managing a football club to win the First Division Championship and The Cup is the ultimate aim of



The Double, a new soccer game from **Johnson Scanatron.**

You will be approached by a Third Division club and offered a managerial contract. All you have to do is achieve success either by promotion or attracting larger clubs with your expertise and end up by managing a club with a squad of players good enough to win the Double.

You will all be trying to build successful squads, buying and selling on the transfer market while trying to balance your individual clubs finances.

There are 1050 players each with individual transfer values and wage requirements plus individual tackling, passing, running, and kicking abilities. The matches themselves will be played using "artificial intelligence" and you may see any fixture you wish.

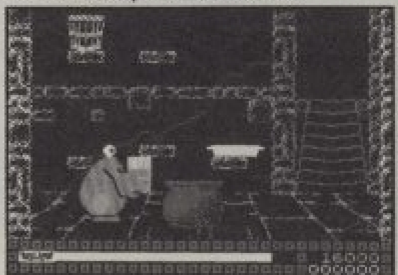
The Double will be initially released on the Commodore 64 and Atari, price £10.95, and later for the Spectrum.

The first person to achieve the Double will be invited to meet **HOWARD KENDALL,** of Everton FC and will see a league fixture at Goodison Park.

■ Open the **Trapdoor** on one of the most ingenious and graphically pleasing pieces of software released this year. **Piranha's** game based on the new television series of the same name will be a huge hit.

By the time you read this, Trapdoor will already have started its television run. It covers the adventures of Berk, a blob like creature which looks a little like one of the Mister Men characters, who lives in the cellars of a dank uninviting castle. He is the overworked and underpiad servant of a "thing upstairs" and must look after him. In the middle of the cellar is a trapdoor. Open this and there's a whole host of weird and wonderful creatures ready to emerge into the light.

The company behind the television series is Terry Wogan Productions, and the series is narratted by Willie Rushton.



The game features the bumbling Berk, his greedy pet spider, Drutt, and skull-mentor, Boni. Berk keeps getting ordered to do various things by "thing upstairs," mostly concerning food. Berk must complete his task before his master loses patience and insults Berk.

Don Priestly is the man behind the Spectrum version of the game and he's really come up with a superb creation. The animated characters are great.

Trapdoor will sell for £7.95 on the Spectrum.

■ Our **Fist II** cover this issue was created by 19-year-old **Simon Harrison** who dropped in to the office one day and amazed us all with his artistic talents. Simon has also done work on a couple of heavy metal album covers — so watch out for them! In the meantime if you think you're talented enough to have your work used on a C+VG cover why not send some examples of your work in to us at Computer and Video Games.

THE SOFTWARE CHART

CBM 64/TOP 10

1	**Leaderboard**/US Gold
2	**Dragon's Lair**/Software Projects
3	**Green Beret**/Imagine
4	**Speed King**/Mastertronic
5	**Ghosts and Goblins**/Elite
6	**Knight Games**/English
7	**Ninja Master**/Firebird
8	**Thrust**/Firebird
9	**Tau Ceti**/CRL
10	**Second City**/Novagen

SPECTRUM/TOP 10

1	**Jack The Nipper**/Gremlin Graphics
2	**Kung Fu Master**/US Gold
3	**Ghosts and Goblins**/Elite
4	**ACE**/Cascade
5	**Ninja Master**/Firebird
6	**Molecule Man**/Mastertronic
7	**Video Olympics**/Mastertronic
8	**Knight Tyme**/Mastertronic
9	**Bobby Bearing**/The Edge
10	**Green Beret**/Imagine

BBC/TOP 10

1	**Thrust**/Superior
2	**Commando**/Elite
3	**Air Wolf**/Elite
4	**Cricket**/Bugbyte
5	**Mikie**/Imagine
6	**Tennis**/Bugbyte
7	**Ian Botham's Test Cricket**/Tynesoft
8	**Star Force 7**/Bugbyte
9	**Winter Olympics**/Tynesoft
10	**Commonwealth Games**/Tynesoft

AMSTRAD/TOP 10

1	**Kane**/Mastertronic
2	**Harvey Headbanger**/Firebird
3	**Ghosts and Goblins**/Elite
4	**Molecule Man**/Mastertronic
5	**Green Beret**/Imagine
6	**Elite**/Firebird
7	**Storm**/Mastertronic
8	**Knight Tyme**/Mastertronic
9	**Speed King**/Mastertronic
10	**Thrust**/Firebird

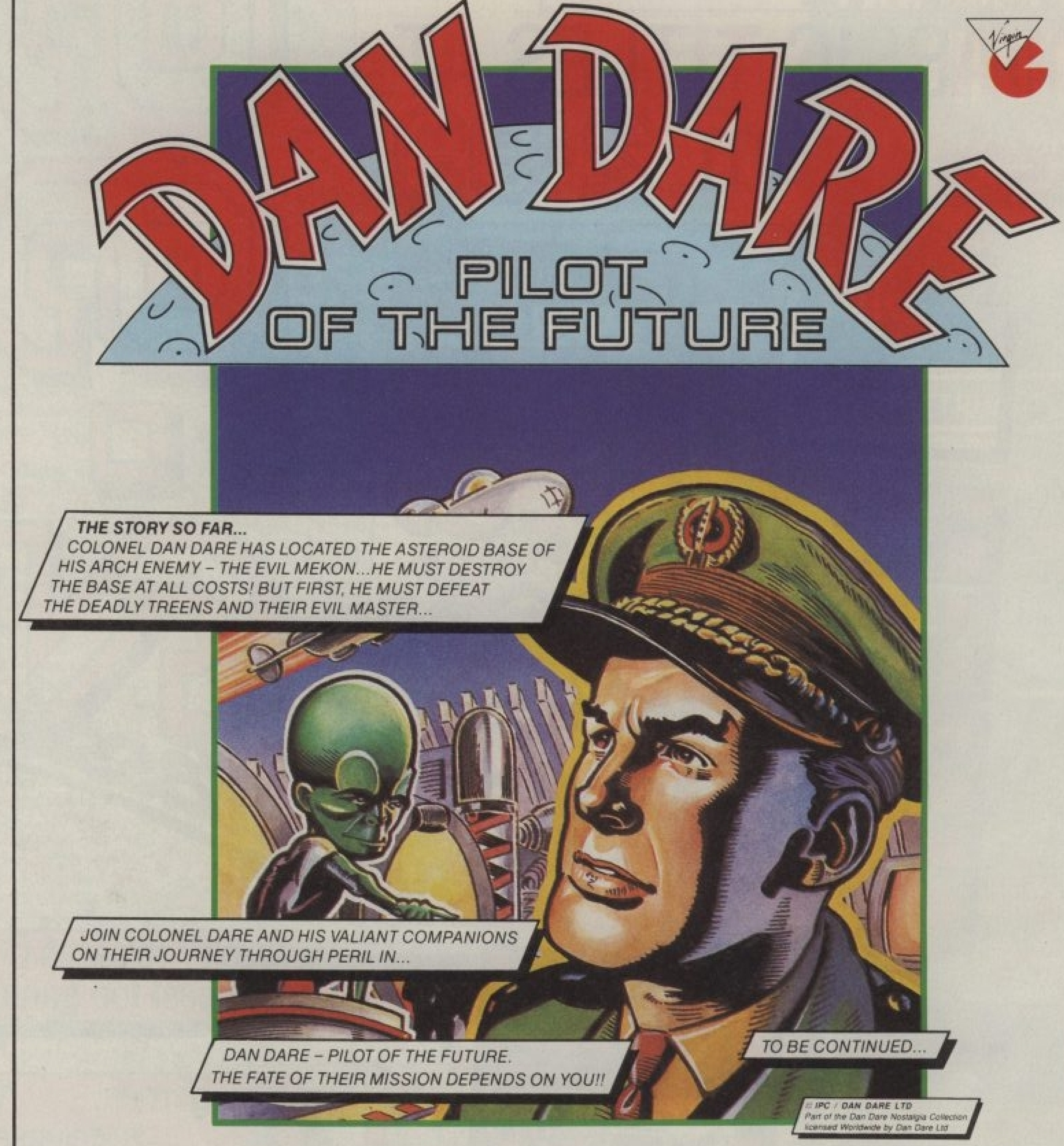
ATARI/TOP 10

1	**Kick Start**/Mastertronic
2	**Beer Belly Burt's Brew Biz**/Americana
3	**Vegas Jackpot**/Mastertronic
4	**Thrust**/Firebird
5	**One Man and His Droid**/Mastertronic
6	**Action Biker**/Mastertronic
7	**New York City**/Americana
8	**Submarine Commander**/Creative Sparks
9	**Nuclear Nick**/Americana
10	**Last V8**/Mastertronic

MACHINE KEY

SP = SPECTRUM	BB = BBC
CO = COMMODORE 64	AT = ATARI
AM = AMSTRAD	EL = ELECTRON
C1 = C16	ENT = ENTERPRISE
V20 = VIC 20	DR = DRAGON

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CVG10/86

NEWS

■ Breakneck speed and dazzling graphics are the ingredients of **Trailblazer**, one of the latest multi-format releases from **Gremlin Graphics.**

You control a bouncing ball along a trail divided into multi-coloured squares, avoiding the gaps and cracks and leaping open spaces.

Some coloured squares have



different reactions on the bouncing ball. One colour may give extra bounce, while another will stop you dead in your tracks.

In **Trailblazer** you can race against the clock, against another computer controlled ball or human opposition.

Trailblazer will cost £9.95 on the Commodore 64, Amstrad and Atari, £7.95 on the Spectrum and MSX, and £6.95 on the C16. Commodore and Atari disk versions will cost £14.95.

[redacted]

■ Prepare to have your mind warped and your senses shifted — **Deactivators** is here! The game puts you in charge of a bomb disposal team — droids not people — and you must get a number of terrorist bombs out of your top secret research HQ before they blow up. The bad news is that the terror team have reprogrammed your guards to attack everything in sight, the really bad news is that each of the rooms has different gravity.

Deactivators features 3D graphics, five levels of increasingly awesome difficulty and even a screen editing facility to enable you to create your own baffling rooms. **Deactivators** will be released by **Ariolasoft** on the new **Reaktor** label for the 64, Amstrad and Spectrum on cassette and disc.

[redacted]

☐ The longest running football story must be **Kevin Tom's Football Manager** saga. It just runs and runs. And there's a new improved version of the world's most popular football game which will be available for the Spectrum, Amstrad, C64, BBC, Electron, Atari, Vic-20 (16k). And there'll be a special win-a-day-out-with Kevin Toms at the 1987 FA Cup Final competition.

[redacted]

■ Hold it! I've just seen the C64 version of **Dan Dare** and it's a totally different game. The Plot is still the same, but the graphics, sound, and playability are different. Dan even gets into fights — no laser guns, but fisticuffs! There is also some wonderful animation on Stripy, who is Digby's alien pet, who is not featured in the other versions. Oh, also note that the Amstrad version has more to do than the Spectrum one, but is almost the same apart from the graphics which, although colourful, are not as good as those on the Spectrum. Watch next issue for a full review of **Dan Dare** on the C64.

[redacted]

■ **Radarsoft**, the people behind the quirky **Floyd the Droid** reviewed in full next issue, are all set to unleash Al "Madman" Bluntz on the world. Mad All has to save a fair damsel from the clutches of the Manic Monk and his army in the 2,000 screen arcade adventure called **Hopeless.** It doesn't look that bad though — and it will be released by **Ariolasoft** in October. 64 owners will have to find £9.95 to get their hands on them.

[redacted]

"No, no" I screamed, as the editor grabbed me by the hair and dragged me kicking to my Commodore 64.

"I don't want to review it!", I protested. "It's just hype, the game doesn't really exist!"

"Now calm down Tony," Tim ordered. (Tim's the kind of guy who can make a kick in the teeth seem reasonable...)

Having wired my chair to the mains, Tim suggested I get on with the review before a fuse blew...

Who am I to argue?

The latest, not to mention hottest, piece of software to hit my sweaty palms is the official **Sigue Sigue Sputnik** game.

Don't groan! It's poor, it's ugly, it's offensive and it's down right mean, but I love it!

Your problem, readers, in deciding whether this review is legit! **SSS** are well known for their hype and general bad taste and I would hate to ruin that reputation.

The game is based in the 21st Century and you play it in front of a giant video screen which splits your TV screen into four equal quarters.

You are faced with dozens of TV channels to choose from and various characters take to the video screens and try to blow Tony James to bits (hooray).

You control Tony James (who is beautifully animated) at the bottom of the screen and can strut around firing at the beastly attackers. When you have destroyed an attacker in one window he reappears in the next window and so on until all four video screens have been filled. When one window is cleared there is a clapperboard countdown from seven to one and that attacker appears in that window as a large animated graphic.

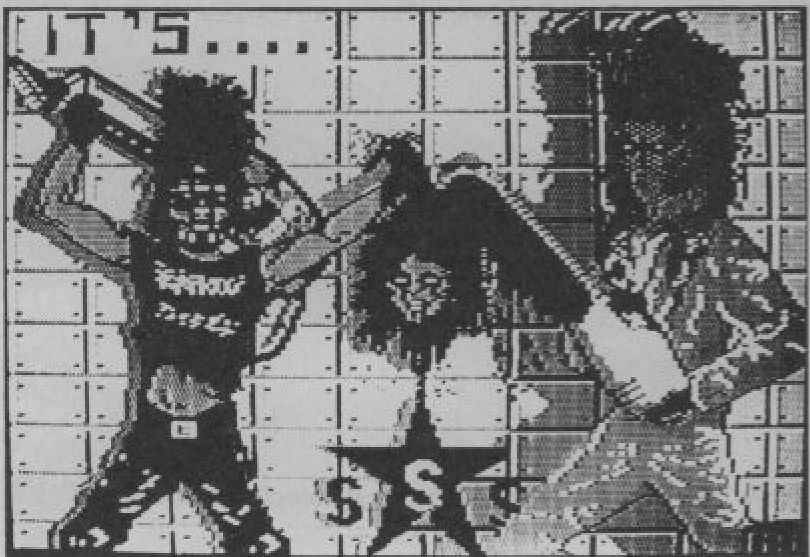
Each level has four attack waves and each wave has 400 sprites. There will be six levels to work through (at four waves per level that makes 2400 sprites, this must be a record).

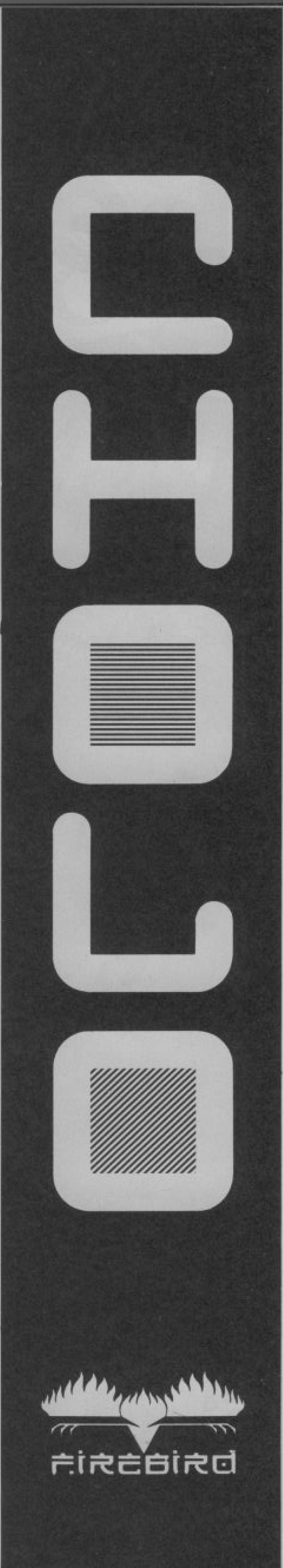
The general feel of the game is very good and despite its basic shoot-'em-up theme there are a lot of very exciting ideas and graphics that will grab and hold you for many a session.

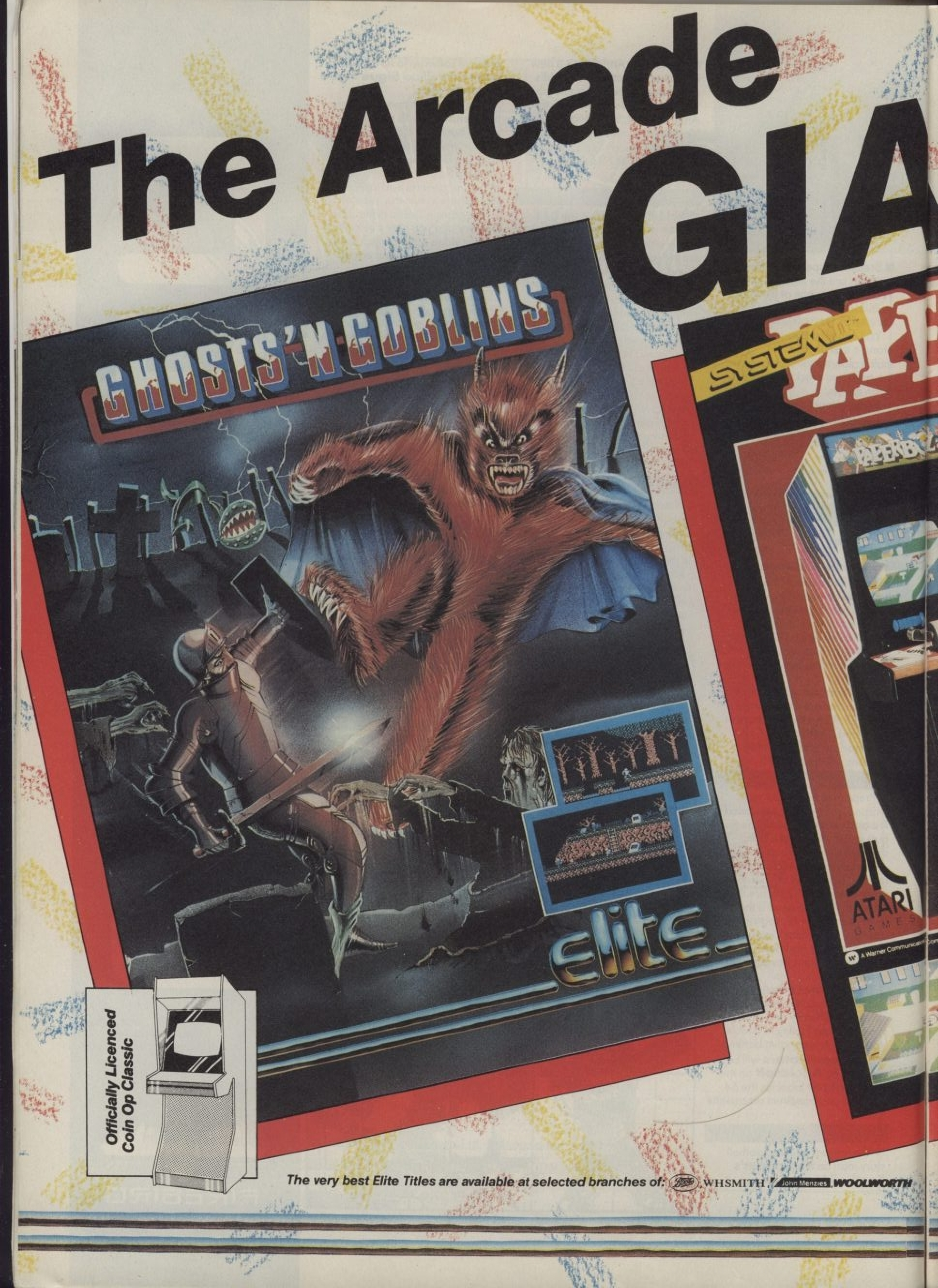
Other characters who appear include Madonna, Michael Jackson, Phil Collins, Norman Tebbitt, Maggie, and a mysterious roadie. Again all are larger than life and very well animated.

Tony Gibson is writing the game and has developed a new graphics system ("A computer generated character set") to handle the very special effects.

The game should be released in September and will initially be released on the Commodore 64 (around £9.95) with versions to follow for the Spectrum and Amstrad.







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FIST II • COMPETITION



A



B



C



D



E



F

C+VG/MELBOURNE HOUSE FIST II COMPETITION

Name________________________

Address________________________

____

Pic A is:________________________

Pic B is:________________________

Pic C is:________________________

Pic D is:________________________

Pic E is:________________________

Pic F is:________________________

Computer owned:________________________

The Fist is back. Meaner and more mystical than ever. And to celebrate the comeback of the karate kid — and C+VG's fifth birthday — we've got a very special Fist II competition.

You could be the proud owner of a Gilo karate suit — what every well dressed martial artist will be wearing this year. We've got TWO of these amazing suits to give away to our first prize winners. They'll also get a copy of the Fist game and a giant Fist poster. Copies of the Fist II game will go to 25 runners up.

All you have to do to win is identify the six mystery martial arts games from the screen snippets pictured on this page. Once you've done that, fill in the coupon and rush it to *Computer and Video Games,* Fist Competition, Priory Court, Farringdon Lane, London EC1R 3AU. Closing date is October 16th, normal C+VG rules apply and the editor's decision is, as ever, final.



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le shark

FIST II PREVIEW

GAME OF THE MONTH

This is C+VG's highest honour. It's granted to the game which, in our honest opinion, is the most playable, original and exciting game released during the month. We look for all the key points listed below — but also that extra added ingredient which makes the game stand head and shoulders above the best of the rest.

C+VG HIT!

This symbol is C+VG's way of telling you a game is the BUSINESS!

"Who writes your reviews?" That's a question our readers often ask. Name the guilty ones, they demand. So that's what we're doing. Satisfied now?

C+VG'S REVIEW TEAM

LESLY WALKER: Lesly brings a gentle touch to the C+VG review team. She enjoys GOOD games, whatever they are. But nothing has really come close to her favourite game Sorcery — yet anyway...

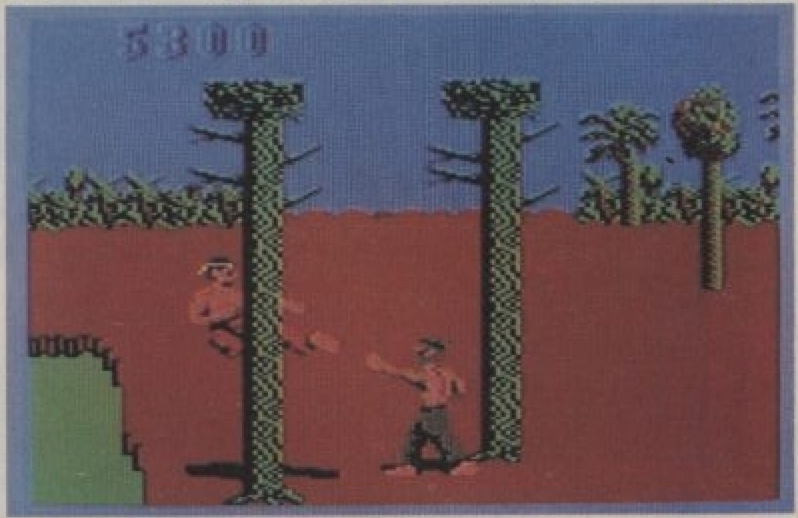
TIM METCALFE: The veteran Ed has been around with C+VG almost since it started and as he's getting on a bit now likes to do more restful things like basket weaving. But he has been known to get stuck into a good shoot-'em-up. Generally it's the more leisurely games like flight-sims and such like. Leaving the more strenuous stuff to the rest of the team. Typical...

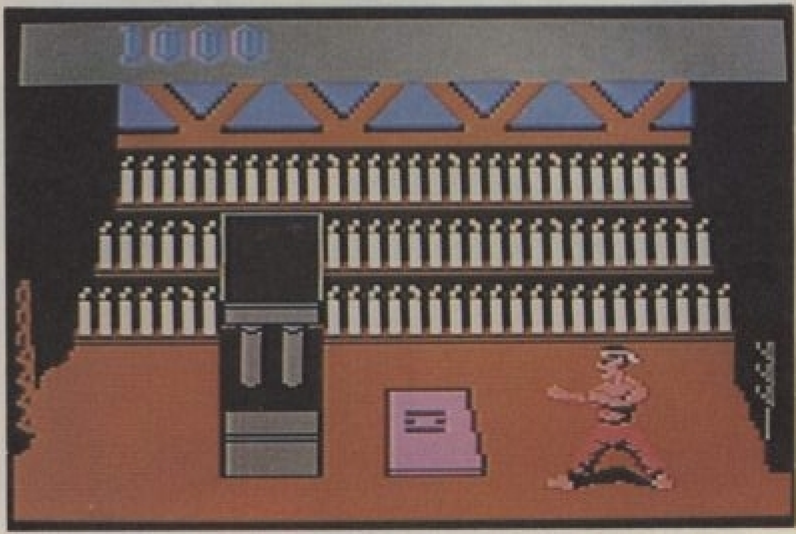
NICKY TREVETT: The mysterious Nicky reviews Beeb games from her country retreat in Hertfordshire. An enigmatic figure Nicky is another arcade adventure fan — but does enjoy a bit of martial artistry from time to time.

JIM DOUGLAS: Jim "Crockett" Douglas is first and foremost an adventure person — but he is also a fan of arcade adventures the BBC, and extremely trendy clothes. Jim is a wordsmith who writes reviews so sharp you could cut yourself on them.

PAUL BOUGHTON: C+VG's smooth, sauve and sophisticated deputy ed is well known for his joystick skills. Paul is a sporty type and enjoys all those sport simulations which require you to totally destroy the stick. Which he does. Frequently.

CHRIS CAIN: Our junior joystick jockey Chris "Odduns" Cain likes nothing better than an arcade adventure or a good shot-'em-up between munching packets of dodgy crisps. The Commodore is his favourite machine — but he has been known to actually touch an Amstrad.





The *Way of the Exploding Fist* spawned a thousand imitators — none of which really managed to capture the magic of the first martial arts combat game from Melbourne House.

It also meant that the Aussie programmers, lead by Gregg Barnett, had a really tough act to follow when they decided to come up with a sequel.

But it looks very likely that they'll have another monster hit on their hands this Christmas.

They've taken some of the ideas which didn't make it into the original, added a few bits of tricky programming picked up when they were developing the unsuccessful *Rock n' Wrestle*, slipped in an element or two of arcade adventuring and came up with **Fist II**.

This time Fist is up against a really tough enemy and he has a mission in life. Our hero has to fight and defeat the evil Warlord who has enslaved the Warriors of the Fist.

But before he can embark on the ultimate conflict with the Warlord, Fist must search for a number of mystical scrolls — known as trigrams or zaroths — and return them to various temples.

Once you've restored the eight scrolls to their rightful homes, Fist is granted extra powers.

If Fist gets the Force scroll back to the temple he is rewarded with the power to knock down heavy objects. If he gets the Fire scroll back to a temple, he'll be able to see in dark places — and so on.

The temples also have secret exits to other parts of the game map. The scrolls are scattered around the 100 screens of the game — and are protected by the Warlord's evil minions.

There are 15 opponents which come in four main types. The weapons and skills change as you get further into the game.

Apart from the many human opponents Fist encounters, he'll also have to do battle with giant cobras and swift panthers.

Don't expect the skills you learned in the first Fist to help out too much. Many other tactics and strategies will have to be picked up.

For example — you can't hope to wipe out an enemy with a low kick while fighting in a swamp. Why? 'Cos you'll drown stupid! And don't try somersaults in a cavern. Unless you want to lose your head.

Fist has an amazing armoury of 21 different moves to punch, kick and swipe at his enemies with. So be prepared to get your joystick fingers in a twist!

On the B-side of the tape there will be a one-on-one combat game for the unitiated to polish up their martial arts skills on.

Greg Barnet has described Fist II as: "The first of a new breed of computer game." And who are we to argue with him?

The proof will be in the playing of course and we were hoping to bring you a full review of the game this issue. But as has become the norm with most products, last minute delays meant we hadn't received our preview copy from Australia in time for those unrelenting deadlines which plague magazines like C+VG.

But in the meantime prepare yourself for the biggest game event this year by entering our special **Fist II** competition!

● STARTS HERE

DAN DARE

● **Machine:** Spectrum (Version Reviewed)/ Amstrad
● **Supplier:** Virgin Games
● **Price:** £9.95 Cass/£14.95 Amstrad Disk

Remember Eagle, that "Boys Own" comic which featured the fantastic, wonderful and heroic hero Dan Dare. You do . . . Good!

Now he's in a game, which I have to say is one of the hottest new releases yet! A bold statement maybe, but I believe it's true, and it all starts with a message from the Mekon . . . over to you Dan . . .

I was just relaxing in my penthouse apartment when I heard a message on the vid-box.

Quickly I turned the volume up so that I could heard what he was saying. . . "Earthlings, listen and listen good (He's obviously been watching some of those old movies), I have an ultimatum. People of Earth will surrender to me, and I will spare your planet, Yes, Earthlings, I have set an asteroid on course for your Earth, and when worlds collide. . . (He definitely has been watching old movies.)

I quickly rushed off with Digby, my faithful sidekick and chief dishwasher. Grabbing my laser gun, I leapt into the intergalactic star cruising rocket ship which just happened to be parked outside, and we were off to find the asteroid and destroy it.

We landed on a small crater just beyond the mountains, and I instructed Digby to wait for me while I set about doing various heroic deeds. First of all I discovered a lift and on going in it, I went down to a rather mega-complex looking city.

I figured, as heroes do, that I must stop this asteroid by placing five pieces of a self-destruct mechanism into a small room where they would go BOOM! and stop the terrible threat on earth. Now to work. . .

As I reached the corner, a Treen spotted me and fired his laser at me, quickly dodging the blast with all the acrobatics I had learned at the Hero Training Academy, and I blasted him with pinpoint accuracy.

Now knowing full well that I had only got a certain time limit, I set upon my quest with great speed, which was not that much of a good thing to do. Because as I ran, I bumped into another Treen who knocked me out cold and placed me in a nasty looking cell. As luck would have it I found that the door was faulty and quickly started searching again.

I continued to search until I found what I was looking for — the first piece of the detonator. Picking it up caused the video screens around me to buzz and then the Mekon shouted "Put that down, Dare. You will not succeed," Taking no notice I ran to where I believed the reactor room to be and, of course, I was right. I placed the piece into its hole in the control panel and got the message that the door to sector two was now open, so off I dashed.

Hundreds of Treens appeared at the door so it was out with the old laser and fire away! Blam! Two down. Zap! Another two and then the final one started running and I mashed his hide just as he thought he had got away. I must move quickly, the second piece awaits. . .

Ok, I've stopped being Dan Dare, and am now taking on the role of the reviewer. Dan runs about very well, with his laser gun tucked up under his arm.

The rest of the graphics are really stunning, they move about just like sprites on the 64, and the backgrounds are very well coloured indeed.

The sound is just about average for the old Spectrum, with beeps and bips all around the game and maybe the occasional squark. There are also some very nice touches included in this game; for instance, as you fall you see Dan go into a Hero's fall position; legs slightly bent, arms up with his face contorted into an evil grin.

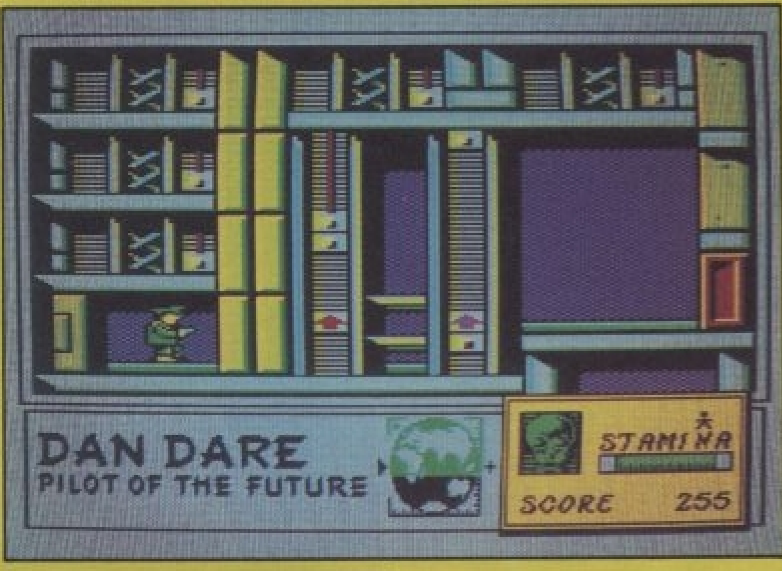
The title page was amazing for a Speccy — a picture of the Mekon and our hero in full cartoon style. This has to be the best Spectrum game I have ever seen. It's graphically wonderful, addictive and very, very playable. In fact, I would almost consider buying a Spectrum just to play it!

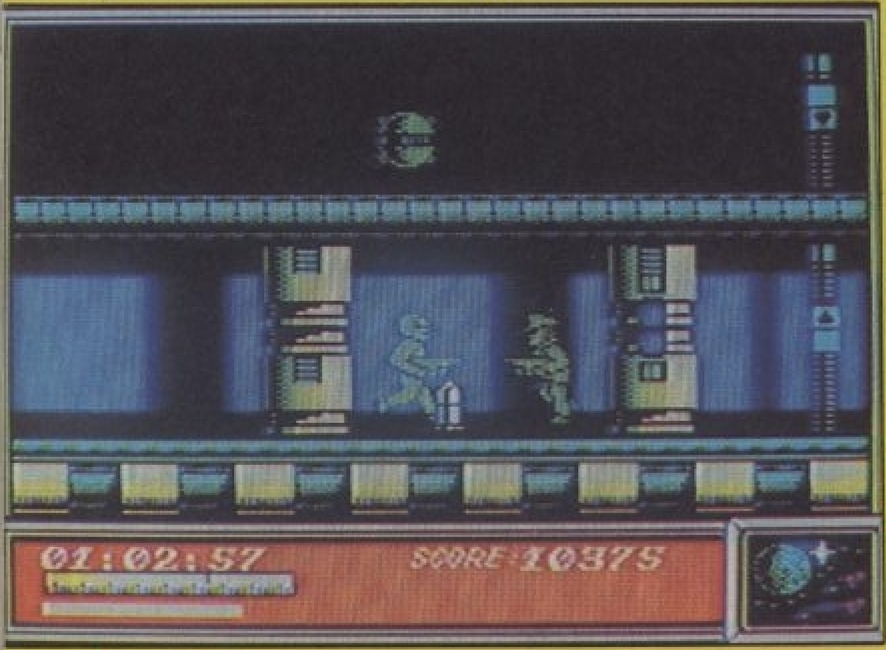
A brilliant game.

Chris

● **Graphics**	**10**
● **Sound**	**7**
● **Value**	**9**
● **Playability**	**9**







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PSI CHESS

● **Machine:** Spectrum
● **Supplier:** The Edge
● **Price:** £9.95

Psi Chess must be the ultimate conversion of this intellectual pursuit.

The program has so many different options that it's impossible to list them all here. It's suitable for the novice and the almost Grand Master, and can be played at arcade game speed or "properly"!

You can play with the joystick or the more straightforward algebraic method where you type in the moves. You can play in 3D mode, or a simpler heads up "newspaper chess" style board. You can use the regular chess pieces or the classic Lewis carved set — which is extremely attractive, but difficult to play with.

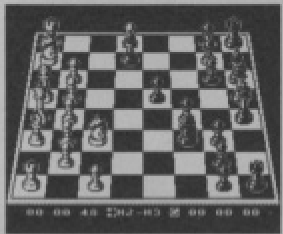
You can rotate the board through 360 degrees, change the skill levels, set times for each move — the list is seemingly endless.

The package includes a comprehensive instruction booklet. Instructions on how to use the software — NOT how to play chess. You'll have to take out specialised books for that.

It's an excellent program for the beginner and experienced player alike. The beginner is offered facilities like a special skill level and the ability to check back on moves.

The advanced player can alter response times up to congress level, or set up pieces in various positions to play through set problems or work out game winning strategies.

This is an extremely user friendly program, easy to use and terrific fun to play — even if you've never played chess before. In fact it would be good introduction to the people wanting to learn to play chess.

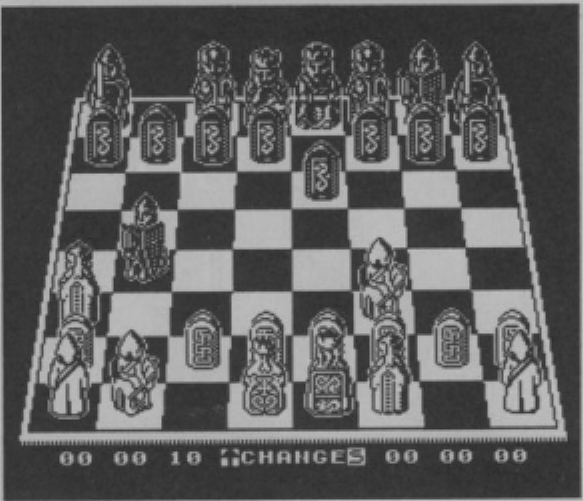


The only gripe is that it is difficult to play with the Lewis pieces — quite why isn't clear. It's terribly difficult to get the bits to move using the joystick.

Tim

C+VG HIT!

● Graphics	9
● Sound	N/A
● Value	10
● Playability	10



PAPERBOY

● **Machine:** Spectrum
● **Supplier:** Elite
● **Price:** £9.95

On yer bike! It's time to deliver the papers. Look, I know it's six o'clock in the morning, it's pouring with rain and Mr Jones' Alsatian is bound to be lurking behind the hedge again. But if you want the cash to buy Elite's latest arcade conversion then you're just going to have to get with it!

And you are going to want this game. No doubt about it.

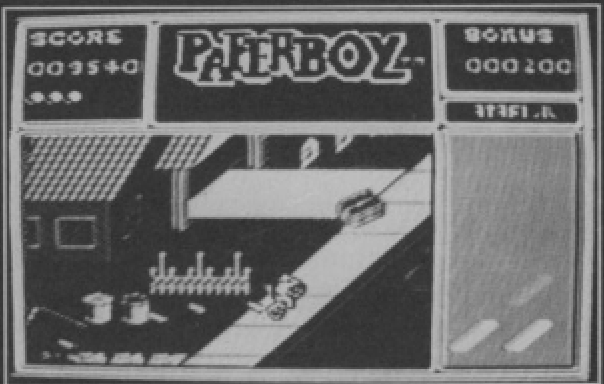
Paper Boy is slick arcade action at its best. And the really great thing about it is that you can more or less play at your own speed.

If you're an experienced player you can zap through the Paper Boy's week at express speed. But if you're a beginner — or a Telegraph reader who likes to take things a bit more slowly — then the game allows for you too. And it's so simple to learn that even a Sun reader can cope with it.

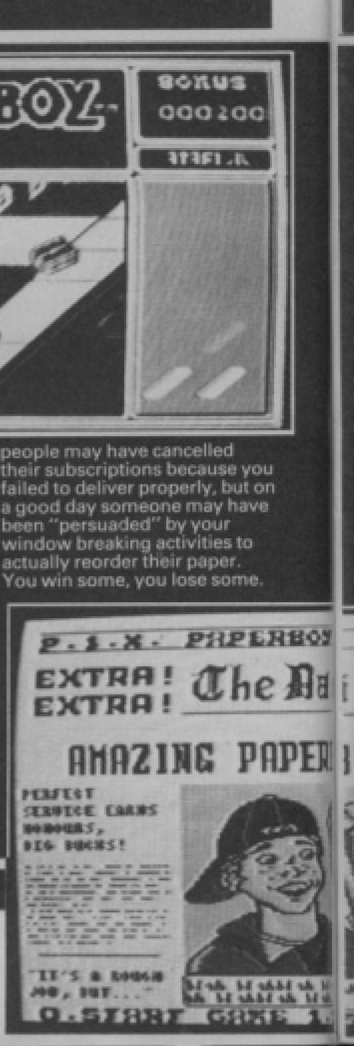
You earn points by correctly delivering your papers to the people who've ordered them. You can tell by the little post boxes with Sun written on them outside the house. Some silly people don't want your papers — but you can lean on them by slinging the odd spare paper through their windows and scoring bonus points at the same time!

More bonuses can be scored by hitting dustbin lids off, getting papers in the bird baths, zapping hazards with a well aimed paper and, of course, completing the BMX course which appears at the end of your daily run.

At the end of each "day" your newsagent presents you with a report of your progress. Some people may have cancelled their subscriptions because you failed to deliver properly, but on a good day someone may have been "persuaded" by your window breaking activities to actually reorder their paper. You win some, you lose some.







WAR

● **Machine:** C64/128
● **Supplier:** Martech
● **Price:** £8.95 /£13.95

If you've got *Uridium*, you may as well forget *W.A.R.* The games are nearly identical.

Earth is being invaded for the umpteenth time this month, and it's your task, as a top-hole super pilot, to fly the most technologically advanced ship towards the oncoming attack force and destroy it.

The gameplay is astoundingly similar to *Uridium.* The music is marginally superior to its predecessor.

Other than this, though, everything about the game makes one's head simply reel with dêja vu! The sound effects and the high-score routine with scrolling letters are exactly the same.

Jim

● Graphics	7
● Sound	7
● Value	6
● Playability	6

Beware of different hazards as you progress through the "days" and work out what you can ride around or over to avoid things. You can ride over flower beds and lawns — the flowers actually crumple as your bike bounces over the flowerbeds.

Don't go blasting away with your papers — even though you get additional supplies at various points, it is possible to run out at crucial moments.

Paper Boy is extremely playable, very addictive and incredibly easy to get into. What more could you ask for? A well crucial addition to your games collection.

Paper Boy is on its way for the 64, Amstrad and BBC soon.

Tim

● Graphics	8
● Sound	7
● Value	9
● Playability	10

C+VG HIT!



THE INHERITANCE

● **Machine:** Amstrad
● **Supplier:** Infogrames
● **Price:** £14.95 (disk)

There you are, moping around your dingy apartment, counting the cracks in the wall and shuffling the pile of unpaid bills which litter the floor. Then there's a knock at the door. You are reluctant to answer — it could be the landlord after the rent. But then a voice shouts, "There's a telegram for you!"

Opening the door your find the caretaker with a slip of paper which brings you this amazing bit of news.

"Your aunt, our client, has just died making you sole heir to her forturne. However, there is one condition — you have to repeat her achievement of the Thirties to win a million dollars in one night in Las Vegas."

No point in hanging around, is there? You sling a few things into a bag and head for the lift. And it's then your problems start!

You have a limited time to reach the airport for the flight to Las Vegas. But it seems almost everyone in the building wants back something you've borrowed. And you better have it in your rapidly packed case otherwise you're going to miss that plane for sure!

Getting out of your apartment building is just the first of three parts of this original and entertaining French game. I don't think there has been anything quite like it before.

As I've already said, part one involves you making a quick getaway. The game opens in your dingy room. You have to use a cursor to pick up objects and money and deposit them in your bag. It only takes a few attempts before you know what the people you are likely to meet on your way down to reception where a taxi is waiting.

The whole game is cursor activated. Move the little red square over items you wish to examine/open/give away and that's what happens. A new twist to the current trend towards icon driven games.

If you successfully manage to leave the apartment building — you won't do it easily I can tell you! — you get a taxi to the airport where you have to ensure that you catch the flight to Vegas. And that's just as difficult as leaving the building, believe me!

Finally you find yourself in Vegas in a tour of the Casinos in an attempt to fulfil the conditions of your Aunt's will. Each Casino has a different gambling game to play in. These include fruit machines, boule and dice. And if you manage to win a million then you're a better gambler than me!

The Inheritance is a genuinely different game. The graphics and game play are unlike anything around on the Amstrad — or any other machine for that matter. It's not quite an advanture, not quite an arcade game, not even quite an arcade adventure. In the words of the famous TV presenter *The Inheritance* is "Something completely different."

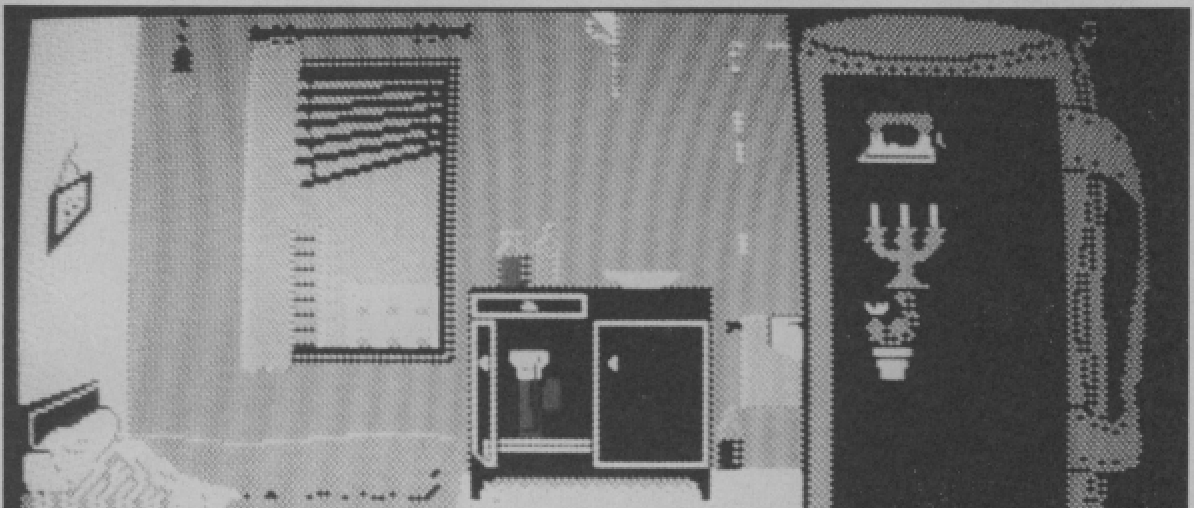
That means it might not be to everyone's taste. Definitely not a game for those of you who enjoy unceasing action to the exclusion of everything else. But it is well worth a look if you can persuade your local computer store to run it up on the machine for you.

I enjoyed it a lot — and can't wait to see more Infrogrames product. They could just be a welcome breath of fresh air . . .



Tim

● Graphics	8
● Sound	N/A
● Value	8
● Playability	8





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PARALLAX

● **Machine:** C64
● **Supplier:** Ocean
● **Price:** £8.95/£12.95 (disc)

Neeeeoooow! Stafe those suckers! Budda budda — doom! Yes, sir! This is the sort of exclamation which issued from the amazingly adult C+VG review team when they looked at *Parallax*.

Looking like an upmarket *Uridium*, the screen scrolls in four directions, and your ship rotates around and moves in much the same way as in *Asteroids*.

The aim of the game is to escape a horde of nasty aliens. It started off as a very friendly visit to their planet, to exchange information on technology. However, while having a reasonably innocent poke around in one of their restricted area, you come across some rather startling info. It appears that they have been sending messages back and forth, arranging an attack on Earth. Eeek!

Your mission is now clear; rescue the scientists who are strewn across the planet, and escape. Your success is vital — if you don't make it, there will be no hope for Earth.

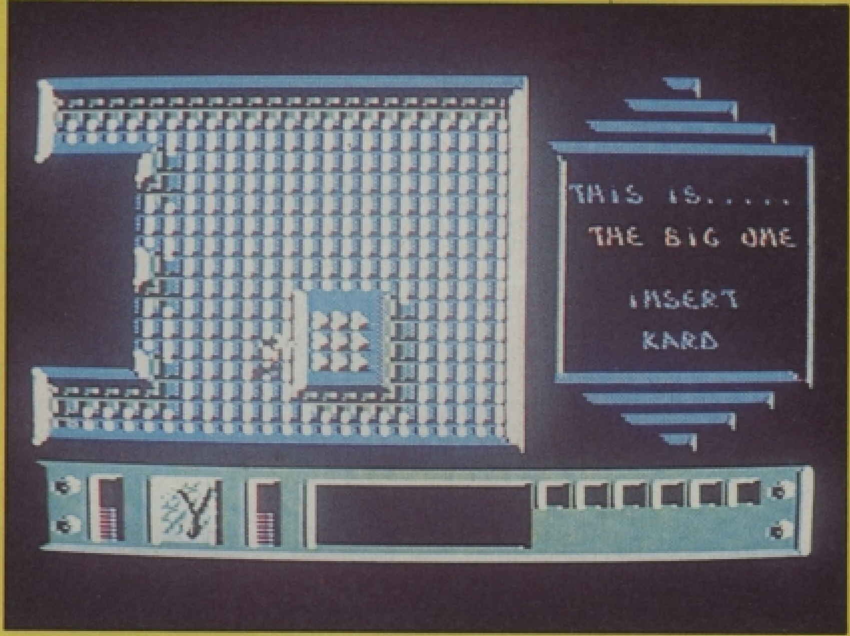
The graphics are simply wonderful. The most exciting feature is the way you can fly under or over the various parts of the landscape. By pulling back on the stick, you increase altitude, and by pushing forward, you dive. An ever-present shadow flies along beneath your ship, allowing you to judge height.

The surface of the planet is littered with features; small meshes, bars, roofs and hangers. The hangers are the key to the game. In each one, you will find something necessary to your quest.

It may be a scientist, whom you will have to stun in order to get him back to the spaceship — I mean, it would be pretty tough trying to convince a boffin that the aliens for whom they were working are going to attack Earth at any minute.

If it's a computer, then you will have to go through a couple of stages before you can operate it. Things get a little tricky here.

In order to escape each level, you need to break down a security barrier. This can only be done by shutting down the



TUJAD

● **Machine:** Spectrum
● **Supplier:** Ariolasoft/ Orpheus
● **Price:** £8.95

Humph! Another mad computer. Faulty circuits. The very future of space is at risk unless . . . I bet you all know what's coming next . . . unless you can repair the rogue machine.

The computer is called *Tujad* and you control Gen 19, supposedly the most advanced combat droid ever built.

The droid must be manoeuvred around 100 rooms of the computer to collect 50 pieces of circuit board and rebuild the faulty Sub Processor Element which has caused Tujad to throw a wobbler.

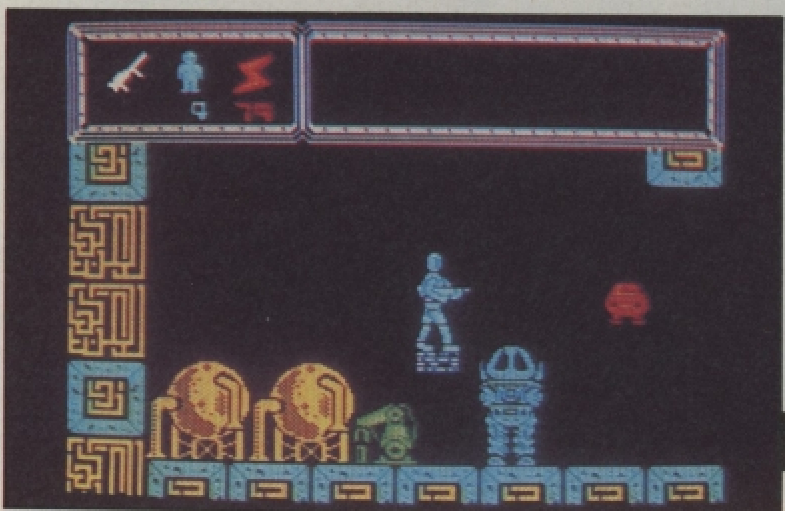
Energy sapping aliens abound but extra lives and weapons can also be acquired.

Tujad, which has been licensed by Ariolasoft from Orpheus — is a tediously standard maze game with nothing particular bad about it, except the loading screen which is awful. You've probably played many games very much like it.

It's also overpriced.

Paul

● **Graphics**	6
● **Sound**	5
● **Value**	4
● **Playability**	6



VERA CRUZ

● **Machine:** Amstrad
● **Supplier:** Infogrames
● **Price:** £8.95 (cassette) £14.95 (disk)

The body of an attractive woman lies sprawled on the floor of her apartment. She has been shot through the heart. A gun lies on the floor near her right hand. It looks like a case of suicide. But something's not quite right. It could be a case of murder!

As the newly appointed Detective Sergeant in the Crime Squad at St Etienne in the Loire area of France you have to investigate the death.

L'Affaire de Vera Cruz is the second game to be released in Britain by the French company Infogrames and it's far better than the rather pedestrian *Mandragore*.

The game is in two parts — the first centring on the scene of the crime where you must examine various objects, take notes, and the second use of the police computer to collate information, send messages, and obtain statements.

At the scene of crime you use the cursor keys to move the camera about. Pressing the copy key (on the Amstrad version) enlarges the picture and gives a description of what you've found.

For example, close examination of the ashtray shows it contains two cigarettes — one a Rothmans, the other a Camel, with traces of lipstick.

Now being a smart detective this suggests to me there may have been another person in the room. Possibly male, since one cigarette does not have lipstick traces.

It's then back to the police. You can use the Diamond Computer Network to enter evidence, compare statements, check interviews, access other police computers. Again we won't name the suspects who crop up in the investigation into the death of Vera Cruz.

If you like detective stories and whodunnits then check out *Vera Cruz*. It's a very arresting game.

Spectrum, Commodore 64 and MSX versions will follow.

Paul

● **Vocabulary**	6
● **Atmosphere**	7
● **Personal**	8
● **Value**	7

system which helps to run the planet.

Now, I don't want to explain in too much detail just how this is done, but you need to compile a code-word to access it.

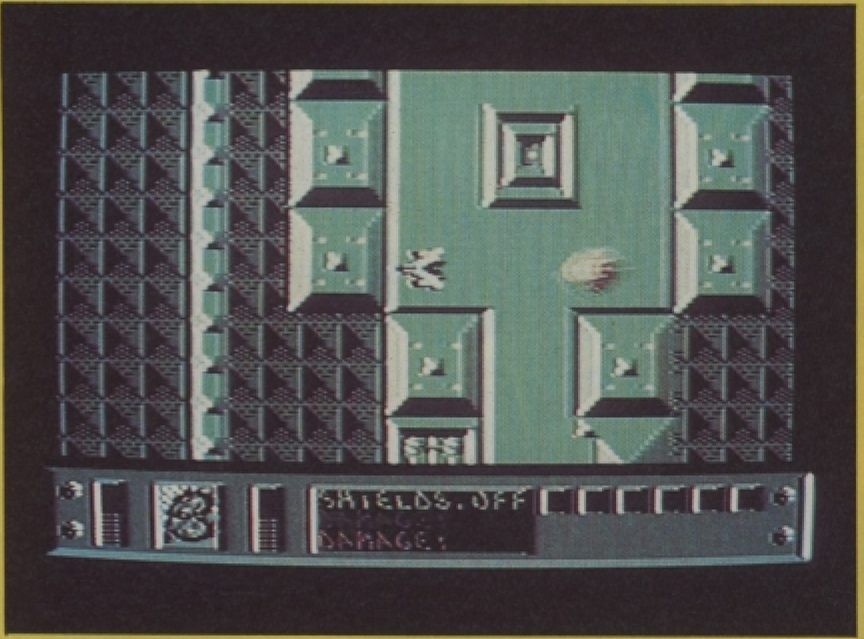
The program is very professionally presented, with music playing as the game loads, and some great title sequences. These really set the mood, with small words on a large screen giving credits to the authors of story, graphics and music.

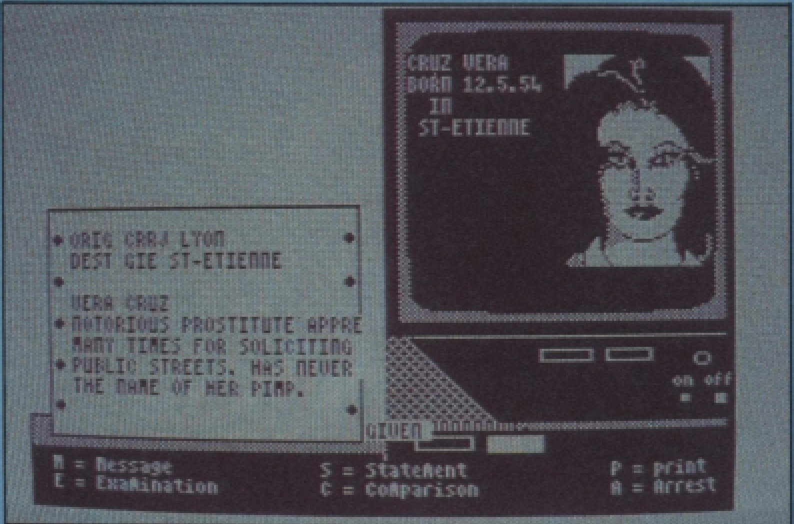
All the graphics move smoothly, and the numerous aliens which you must deal with are all amazingly "correct" for the feel of the game. *Parallax* is great. Fast, slick, smooth and above all entertaining.

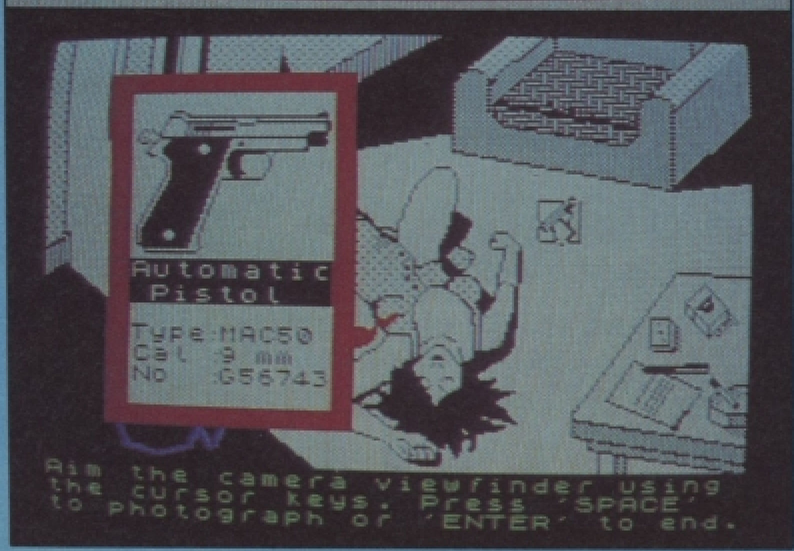
Jim

C+VG HIT!

● Graphics	9
● Sound	8
● Value	8
● Playability	9









SUPER CYCLE

GAME OF THE MONTH

● **Machine:** C64
● **Supplier:** US Gold/Epyx
● **Price:** £9.95 Cassette/£14.95 disk

This new motorcycle racing game from Epyx is set to become racing fanatics latest craze game.

You race across a range of various tracks, some harder than others, others with obstacles. The object of the game is, of course, to complete all the courses and get as many points as possible.

On disk the game loaded at mega-speed — perhaps the Vorpal loading system had something to do with it! Anyway, after listening to the fairly average music I hit the fire button, and started the game.

First I selected the colour of my bike and the colour and style of my leathers. This is a nice touch. Then I picked the beginners level and there I was on the track. The flag went down and zoom I was off!

I found that I was going incredibly slowly, then I changed into second gear and sped off into the sunset! I still was not up with the leaders — but changing into third sent me speeding past.

Now for the next track. Sure enough it popped up. I completed this track with same ease, and was quickly whisked off to the bonus track where you have to hit flags that are in the road for lots of lovely bonus points. The tracks from then on varied in size and shape, with different, attractive backdrops.

Eventually it had to happen, I came off my bike. I hit a cone in the road and laughed as my biker fell off backwards and his bike made a strange sort of BANG! sound. Shortly the bike miraculously repaired itself and I was back on the track and biking again.

I managed to complete all of the courses, and got a hefty sum of points which the 64 saved to disk for me. How kind of it!

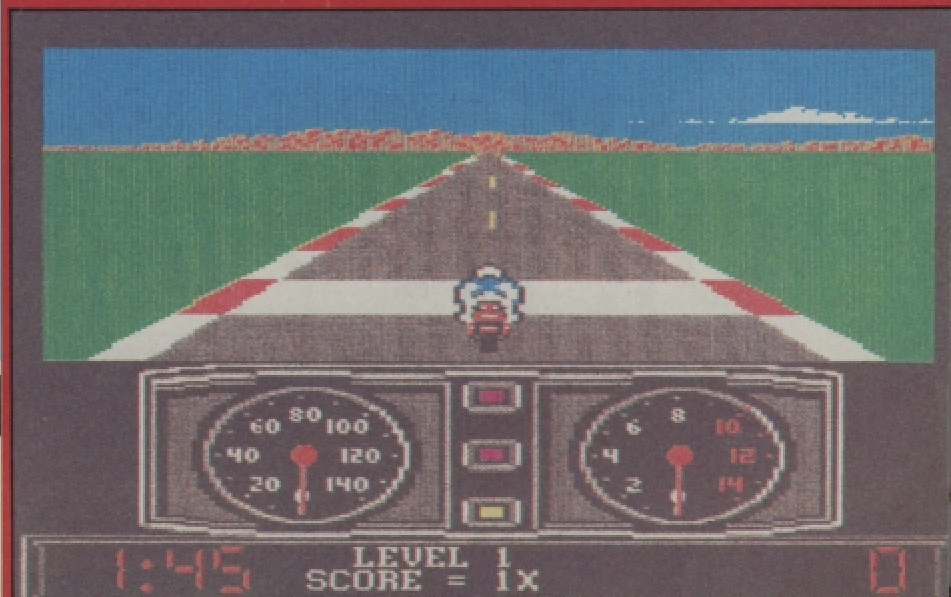
The graphics on this game are of *Pitstop II* quality, but the sound is that of an average 64 game.

I played the disk version, which made constant use of disk, so I think tape users will have to put up with all that multi-load stuff. Still, never mind, it's worth the fuss.

There will be conversions for the Spectrum and Amstrad soon.

Chris

● Graphics	9
● Sound	7
● Value	8
● Playability	7





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REVOLUTION

THE PROGRAMMERS

Vortex Software has built up quite a reputation since it was launched back in 1982. Each of its releases has been progressively better — witness the success of the recent *Highway Encounter* and *Alien Highway*.

Other releases include *Android One, Cyclone* and *Tornado Low Level*. The men behind Vortex — Luke Andrews and his brothers-in-law, Crete and Coast Panayi — have hardly blitzed the market. Quality has always been their aim.

And with the release of *Revolution* on the Spectrum and Amstrad, Vortex has — if there is any justice in the world — a number one hit.

And the recently announced link-up with US Gold will do the company no harm.

US Gold will now manufacture, promote and market Vortex games but at the same time Vortex will retain its individual identity and logo.

Without the day to day headaches of running a software house, Vortex now plans to expand the programming side of its business and the hunt is now on for more programmers.

The object of each puzzle is to make two blocks, one made of matter and the other anti-matter, disappear. Touch one with the bouncing ball to change its colour. You then have to touch the other block. It will also change colour and the two blocks will disappear. Solve the four puzzles and it's then on to the next level.

But of course things are not that simple. The blocks change back to the original colour after a certain time, so you have to move quickly.

There are also various hazards — blocks which kill your bounce; delicate dandelion shaped things which prove lethal; areas which slide you away from where you want to go.

Of course, if you're clever these things could be put to use in solving the puzzles.



But the really great thing about *Revolution* is that while it is very hard to progress through the levels you don't get bored trying to crack the same old puzzle each time.

Each time you play a new game, the computer randomly conjours up a new grid for each level and randomly chooses the puzzles for each level. This means that it could be a long time before you play the same puzzle twice.

THE GAME

● **Machine:** Amstrad/Spectrum
● **Supplier:** Vortex
● **Price:** £9.95 /£14.95 (Amstrad cassette/disk) /£9.95 Spectrum

First impression: *Revolution* is a great game. Second impression: It's definitely a great game. Lasting impression: It looks good, it sounds good and, by golly, it is good.

Revolution is very much in the tradition of past Vortex games with excellent graphics presented in exciting 3D.

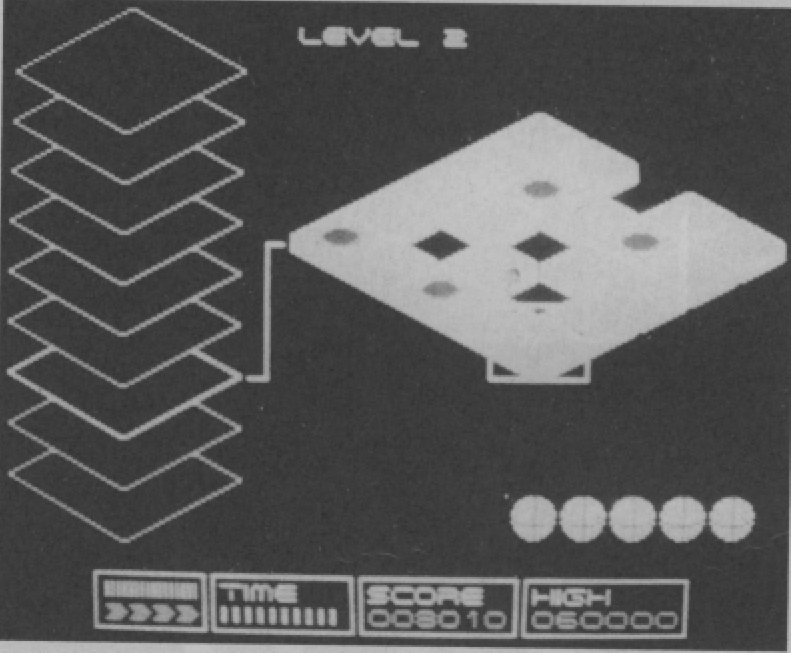
Both the Amstrad and Spectrum versions are very similar and for the purposes of this review, will be treated as one. The main differences are the Amstrad's better colour and sound. The Spectrum's monochrome graphics — due to the good old attribute problems — look a little drab in comparison.

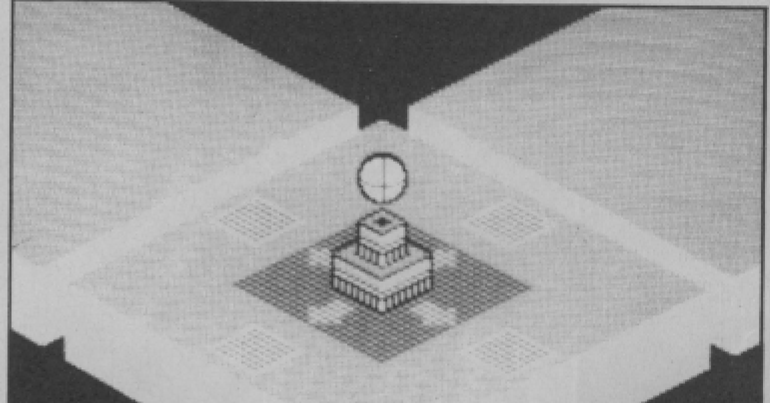
The idea is to control a bouncing ball — it has four levels of bounce — through eight levels of play, solving four puzzles per level. Simple maths tell you that there are 32 puzzles in all to be solved.

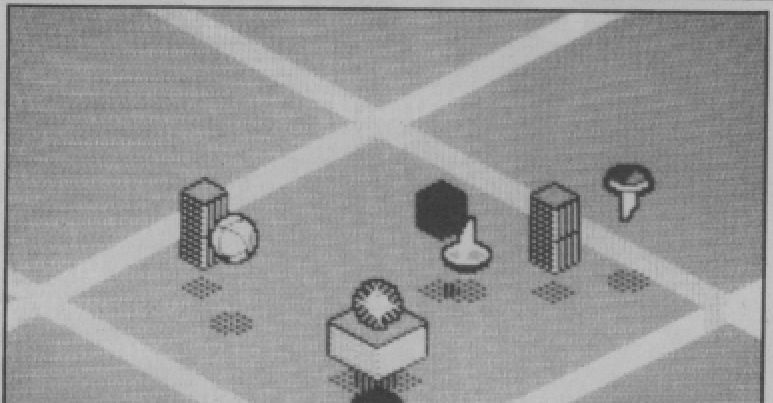
It's also possible to pause the game and consult a map to show you where each puzzle is on the playing grid.

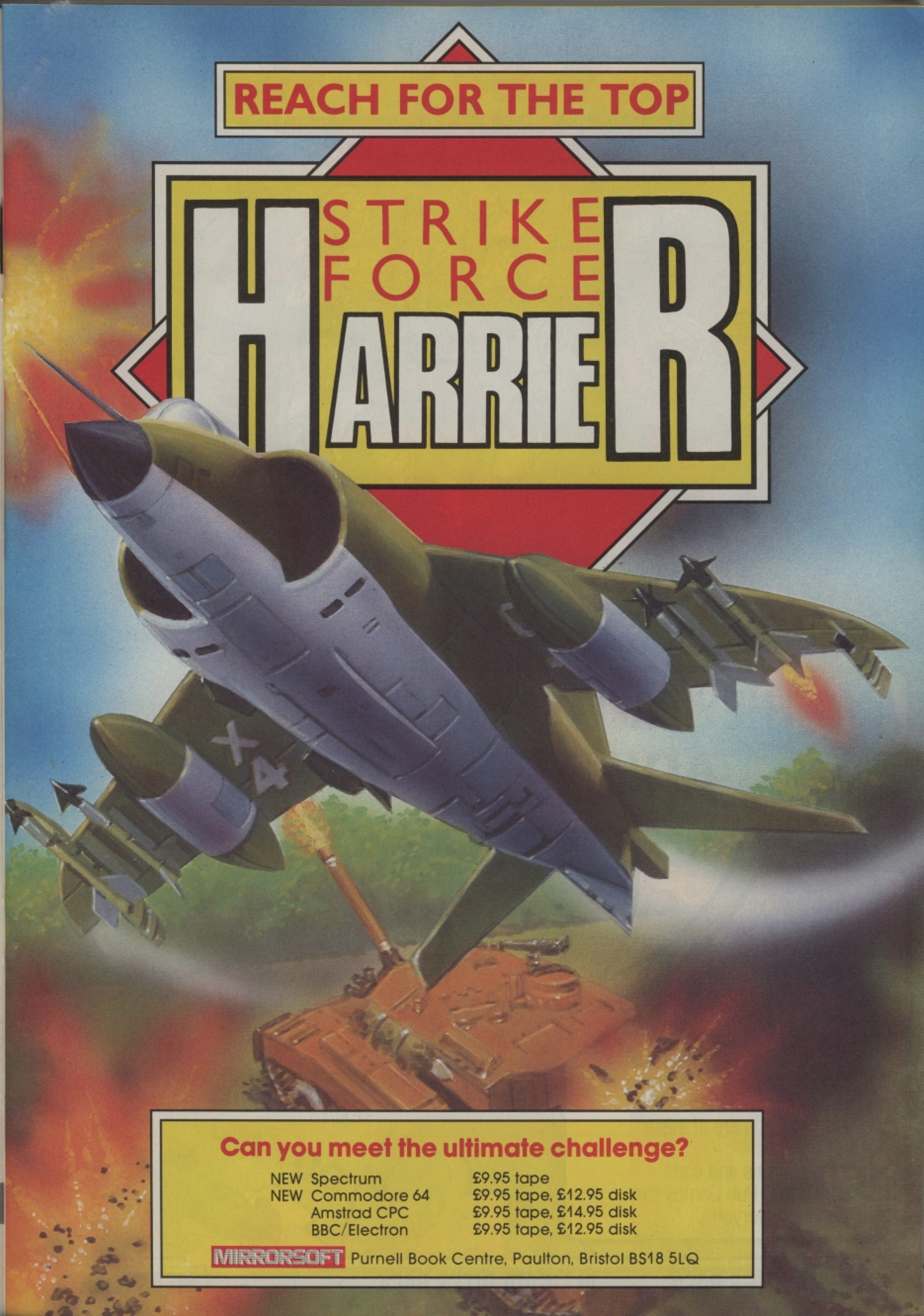
Revolution has been around nine months in the making and the effort certainly shows.

	Ams	Spec
● Graphics	9	7
● Sound	8	6
● Value	8	8
● Playability	9	9








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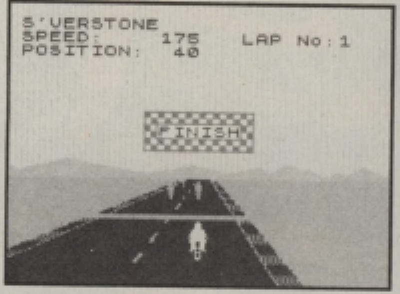


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FULL THROTTLE



● **Machine:** Spectrum
● **Supplier:** Elite/£2.99 Classics
● **Price:** £2.99

Full throttle is the first of the 100 or so back titles bought up by Elite and released at a budget price. We first reviewed it way back in '85.

This time you're placed on a 500cc Grand Prix motorcycle on the starting grid with 40 other bikes. There's a choice of ten top circuits, ranging from Paul Ricard in France to Silverstone. The race can last anything up to five laps.

Apparently, you're given the best bike in the race but that doesn't really help when you're skidding and crashing all the time.

Full Throttle is good fun at a nice price.

Paul

● Graphics	7
● Sound	5
● Value	7
● Playability	7

PACIFIC

● **Machine:** Amstrad
● **Supplier:** ERE/PSS
● **Price:** £9.95

'Ello, and welcome to the not so wonderful undersea world of Jaques Cousteau. This is another offering from those French guys at ERE — and unfortunately it just doesn't match up to the addictiveness and playability of their earlier offerings *Get Dexter* and *Doomsday Blues*.

OK, so it's very pretty and all that. Although the animation isn't up to much. But it's one of those games where you seem to wander around for ages without very much happening.

The idea behind the graphics is that you are a diver exploring the seabed for the treasures of Atlantis.

Your time underwater is limited to the air supply in your tank — but if you find an undersea air-pump you can drop by for a top up.

Barrels marked with a skull and crossbones can be used to blast through irritating rock barriers — but remember to clear off the screen with the barrel once you've shot at it and started the count down to detonation.

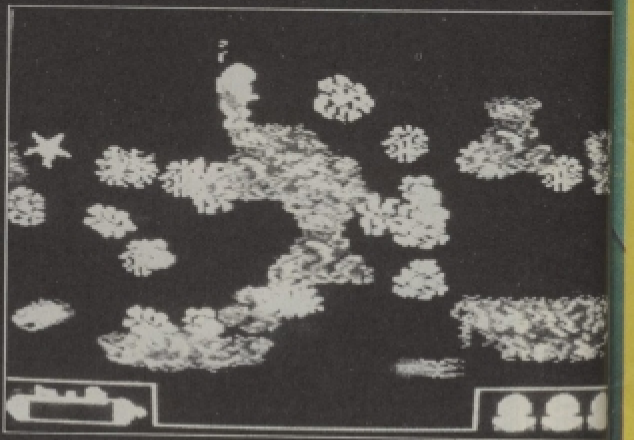
You'll also come across oddly positioned doors in the rock which open into the interior of what appear to be wrecked ships. These often have useful objects — and hidden, irritating booby traps which serve only to upset the player and make him/her hit the "suicide" button.

Not the best from the PSS French Collection by any means. If you've got some cash burning a hole in your pocket and you want a good game for your Amstrad, go for *Get Dexter*!

Tim

● Graphics	7
● Sound	5
● Value	4
● Playability	5





MISSION OMEGA

● **Machine:** Spectrum/Amstrad
● **Supplier:** Mind Games
● **Price:** £9.95 (Spectrum) £14.95 (Amstrad disc)

This may well be a good game. Trouble is the instructions are so inadequate that it's hard to tell. The basic idea is fairly good. You have to construct — literally — a team of droids to explore a moon-sized UFO code-named OMEGA which is hurtling towards Earth and threatening to collide with our home planet.

The military want to destroy it but scientists think it should be explored and possibly deactivated by a disposable team of droids. You have just one hour to complete your task.

The first part of the game involves constructing your droids. You have a limited supply of materials to do this.

Once out of the construct droid screen you find yourself actually on OMEGA. A window on the left shows a large plan view of your surroundings while the right hand side has various status and control windows accessed by an arrow cursor. It also shows a small picture of the droid you currently control.

Then it's really all down to you. You have to guide your droid team around — attempting to find the four reactors which will shut OMEGA down before it is destroyed by a defensive missile strike from Earth.

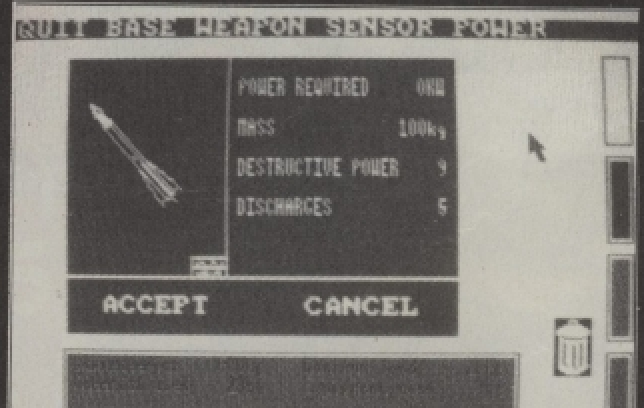
There is a map option which enables you to find out just where the members of your team are within OMEGA. It appears there are four quandrants and there are teleports which you can use to reach them. The map only operates when one of your team is in that particular quadrant. You'll also come across defence droids in OMEGA's many rooms and corridors who seem constantly hostile to you.

The game is totally icon controlled. These work quickly and smoothly in both versions of the game.

A nice touch is the "program" option which enables you to "tell" your droid how to move without having to guide him around manually via keyboard or joystick.

I've a feeling that *Mission Omega* could well grow on you after prolonged exposure. But you're going to have to be a fan of this type of game to be prepared to give it that chance.

Going back to the limited instructions for a moment — here's a little gem from them. "The first of these icons is the one you should select first." Yeah, OK! The packaging and instructions should always reflect the complexity of the game — in this case it doesn't.



Tim

● Graphics	7
● Sound	5
● Value	7
● Playability	7

INFILTRATOR

● **Machine:** C64/128
● **Supplier:** US Gold/ Mindscape
● **Price:** £14.95 (disk only)

Who is the Infiltrator? Is it Tim, Jim, Paul or Chubby? No, it's Johnny. Who's Johnny? Well, he is Johnny 'Jimbo Baby' McGibbits, Ace helicopter pilot, ballistics expert, neurosurgeon, rock star, motorcycle racer, and a devil-may-care all round good guy, with a nifty haircut. That's who!

He is also known as the Infiltrator. And he has been assigned a very dangerous mission — to stop the Mad Leader (gasp, wow, gulp!).

The Mad Leader is one of those Blofeld types from James Bond, wanting total control of the world. So, you must stop him, we can't have him ruling the world because he spits when he talks and begins all his sentences with the word "Basically".

To start your mission, you must climb into your Gizmo DHX-1 Attack Helicopter, and head for the enemy base.

First you must power up your 'copter and then set your ADF computer heading by looking at the tactical map, and then programming it into your on-board computer.

Control of your 'copter is fairly difficult at first, but once you've read the instructions carefully, you'll soon get the hang of it. But, just when you think you can handle yourself, some guy starts hassling you for your ID code.

What do you do? Well if you think he is an enemy, you send the code **OVERLORD**. But if you think he's one of your buddies, then send the code **INFILTRATOR**. If you get the right code, the other craft will give you an encouraging message and you may proceed. If he fires a heat seeking missile, launch a flare and it will chase that instead of you.

Now it's your turn, and you can blast him with laser cannons or heat seeking missiles — my favourites.

The secret is this. Wait until the guy is in your view then turn towards him and let him have it. If all goes well he should detour in front of you, and bam! Another one bites the dust, yer da da dum dum dum dum, another one bites the dust *(Get on with it! — Ed).*

Now once you have found the base, you must land and infiltrate it. You now find yourself in the enemy base, which of course is where the enemy must hang out.

Johnny is armed with a camera, mine detector, a spray can of gas, and five gas grenades, some explosives and essential and vitally important forged papers.

What you must do now is photograph the enemy plans. By exploring the various buildings, and dodging guards you will eventually come to the papers and photograph them.

You have to be very careful when exploring the building though as some guards will be able to tell a forged pass and will sound the alarm. If someone does this you can get your own back by silencing them — permanently!

Once you have got the photo, get back to your 'copter and get home, where another mission is all ready for you to take it on.

Infiltrator is graphically excellent. You get a nice view of the cockpit with realistic hands at the controls. When you move the joystick, the hands move too. Great stuff!

The sound also adds to the realistic effect. You get a very real sort of whooooooo and chug chug chug as the blades spin round. The game play is good — but the initial difficulty may put you off. But remember, perseverance will pay off.

Anything to complain about? Well, one thing. The disk could be a little faster, perhaps a turbo load such as Vorpal might help. The time it takes to dish up the map and damage report is quite annoying.

Other than that it's a great game. And we all thank the man who made it possible, Johnny 'Jimbo Baby' McGibbits. *(Don't forget he had a little help from Chris Gray — Ed).*

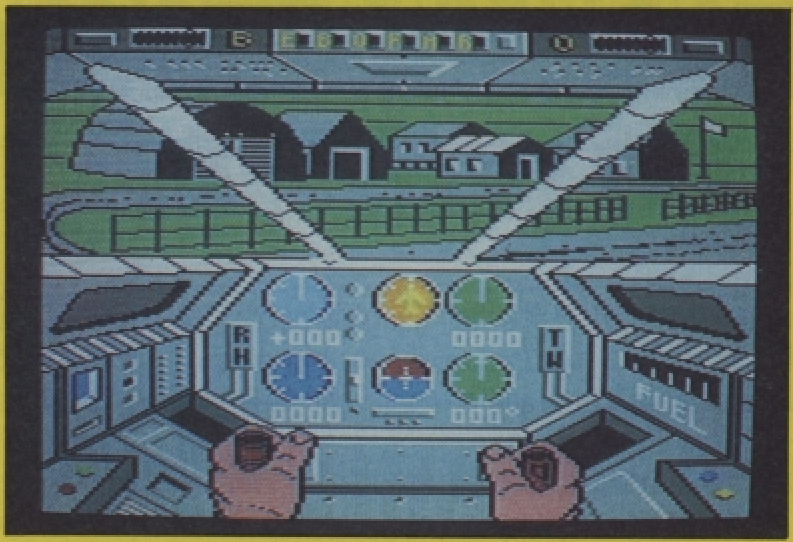
P.S. We can now reveal, due to the playing skills of our staff, what the other missions are. There are two more missions:-

Mission 2: You must rescue Dr Phineas Gump, and destroy the enemy weapons lab.

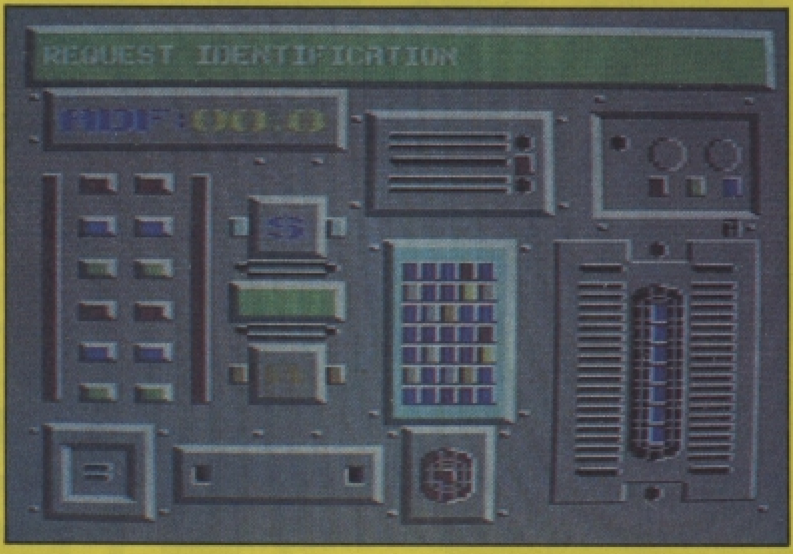
Mission 3: The Final Mission. You must destroy the enemy ICBM Launch and Tracking Base. This must be the most important mission, as it tells you that the fate of the world is in your hands.

Chris

● **Graphics**	9
● **Sound**	7
● **Value**	9
● **Playability**	9











Any more realistic and you'd need insurance to ride it.

There are two guys in front. One coming up from behind. And another just off your elbow. The screams of the bikes are deafening.

The wind is pulling your face off your head. Your adrenaline is pumping like Hoover Dam.

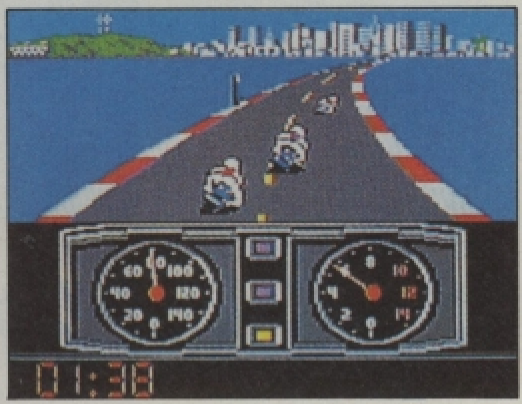
You kick your bike to the right. He's bumped. He's flying. You push on.

Take your eyes off the road for a millisecond, and you could end up a *part* of the road.

It's all a blur. No time to think. You've just gotta pump it. The next turn's the steep one. Bank, bank! The curve's wide open, but the screeching wheels of the bike in front are kicking gravel right in your…your…

You hear a phone. A phone? Hey, wait a minute. This isn't a bike. It's a chair. It all comes back now. Yes. You're home. The pizza's here. The computer's on. Looks like it's going to be another quiet night after all.





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XARQ

● **Machine:** Spectrum
● **Supplier:** Electric Dreams
● **Price:** £9.99

Oh Xarq! I was beginning to wonder whether the title of the game was some obscure Rumanian swearword when my Nik Nik Hi-Speed Hydraboat was zapped by a torpedo/gun turret/jet fighter for the trillionth time in a couple of hours.

Xarq isn't the easiest of games to get into. Then, coming from the Ram Jam Corporation you wouldn't really expect it to be, would you?

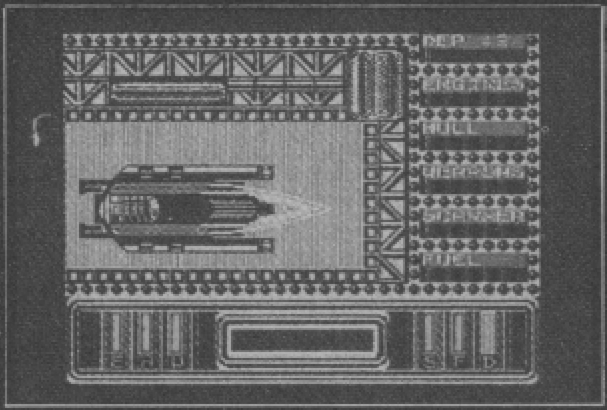
You'll probably recognise the similarities between this game and Ram Jam's other arcade excursion, *Panzadrome*. There's the same totally wreckable scenery — but in this case roads and tanks have been replaced by canals and boats.

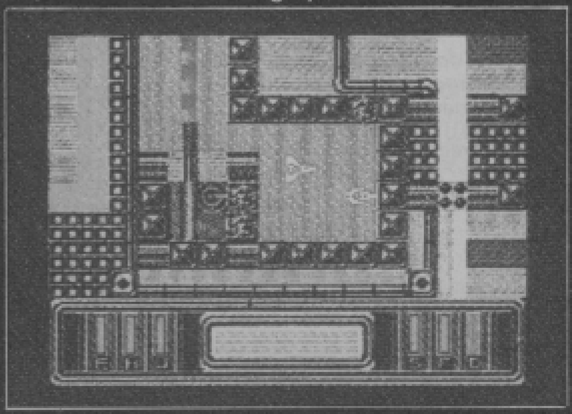
Your mission, should you choose to accept it, is to enter Xarq — a self regenerating computer controlled base on a planet covered by oceans — and destroy the central power reactor. Why? Because Xarq has thrown a wobbler and is threatening to burn off the surface of the planet.

To reach the central reactor you must find your way through the maze of steel and silicon which is Xarq. Destroying locks and flooding trenches in order to float your heavily armed Nik Nik — does Jim Davidson know about this? — Hydraboat into a strategic zapping position.

Your boat is armed with a laser, guided missiles, a mortar and depth charges. All have limited life-spans and their energy levels can be checked on status meters at the bottom of the main play screen.

Missiles and mortars are controlled via a keyboard/joystick combination. As in *Panzadrome* you have to give them a range to the target which is indicated by a bar in bottom centre of the screen. Press the appropriate key to access which weapon you want then press the fire button to get the range you want.





STAINLESS STEEL

● **Machine:** Amstrad/Spectrum
● **Supplier:** Mikro-Gen
● **Price:** £8.95/£13.95 (Amstrad disc)

Mmmm! What a nice cover! The guy on the front looks like an all-American hero, if ever I set eyes upon one. He's got lots of leather gear, a fast car, a dame in more leather, an enormous gun, and a pair of mirrored sunglasses.

This, readers, is Ricky Steel — tough guy and defender of truth, the meek and nice red cars.

The game has a brain-squeezingly original storyline — Dr Vardos is going to conquer the earth with his horde of androids. You must stop him.

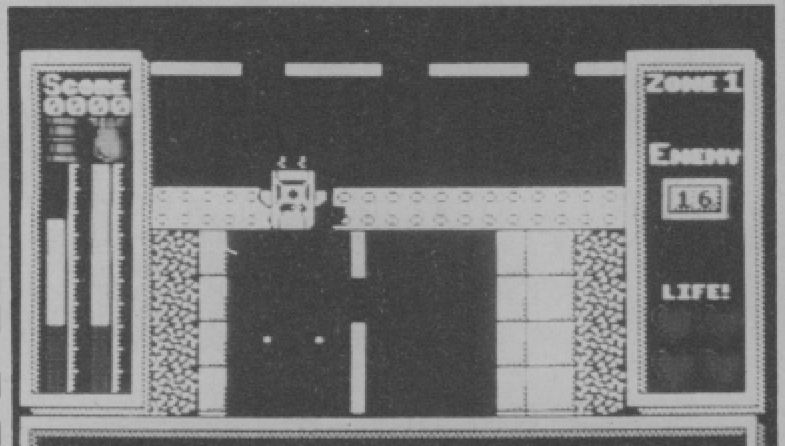
The game comes in four zones, each featuring Ricky in a different situation, be it on foot, battling against helicopters and suchlike, or in his car, Nightwind, driving along a dusty desert road.

The whole program is remarkably similar to *Spyhunter*. Movement is quite smooth, but the game is very reminiscent of some early Spectrum stuff from Imagine.

This game is so mediocre that even the Ed himself couldn't bring himself to play it for more than a few minutes. Sorry, Mikro-Gen, try again.

Jim

● **Graphics**	7
● **Sound**	5
● **Value**	6
● **Playability**	4



STRIKE FORCE HARRIER

● **Machine:** Spectrum/C64
● **Supplier:** Mirrorsoft
● **Price:** £9.95 (£12.95 C64 disc)

It's been a long time coming but it's been well worth the wait. Commodore and Spectrum pilots can now take to the skies in the computerised version of the Harrier Jump Jet.

The original Beeb version got a rave review in February. And I see no reason for us to change our minds. Despite the Spectrum's graphic inadequacies this version of the game/simulation is very playable. With the enhanced pictures and sound the 64 version is great, too.

You can enjoy *Strike Force Harrier* on two levels — and a straight forward zap-the-enemy combat game or a complex flight simulator. There are over 30 controls to cope with if you decide to actually fly the thing.

If you select the combat option you put yourself in the hot seat on a mission to destroy an enemy HQ.

The combat practice mode puts you in the air right away with a squadron of Migs in front of you. Zap them with cannon fire or Sidewinder missiles — but you only get a couple of these, so use them wisely.

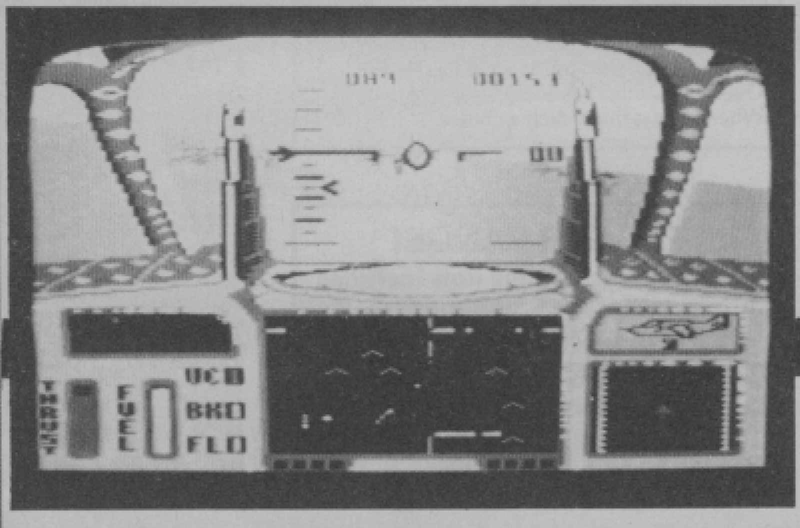
The Spectrum graphics don't look bad — although the enemy Migs go tend to be a bit jerky when the bank in front of your Harrier.

The C64 version is very smooth and you get a real impression of gazing out of the Harrier's cockpit.

Strike Force Harrier is set to become a classic of its type on all formats. Take off after it today.

Tim

	C64	Spec
● **Graphics**	8	7
● **Sound**	7	6
● **Value**	8	8
● **Playability**	8	8



It's fairly easy to judge distances if you reckon that one square of the structure is equal to one section of the bar — that's one press of the fire button. The missiles can be guided by the joystick or keyboard.

You have to listen out for submarines — they make sonar type blipping noises. You can knock them out by firing depth charges from the keyboard. But it's difficult to outrun torpedoes once they've been fire at you.

Graphics are attractive — although your Nik Nik boat is small and unimpressive. Sound is average — and game play frustrating.

If you liked *Panzadrome* — and are prepared to stick with the game for a prolonged period of learning — then *Xarq* could be for you. Otherwise give it a miss.

Tim

- Graphics 7
- Sound 7
- Value 7
- Playability 6

ARCANA

- **Machine:** C64/128
- **Supplier:** New Gen/Virgin
- **Price:** £8.95

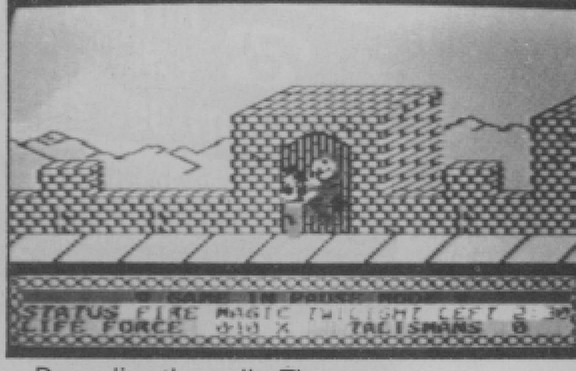
Oboargh! The room is spinning, my mind is being squashed. Wait! I can remember. It's all flooding back. Peculiar 3D graphics, bizarre flying creatures and a word. Yes, the letters are forming. . . K.RNA.H. . . KARNATH! And there's more. . . ENT.MB.D. ENTOMBED!

There's no getting away from the fact that, however much Virgin's PR people tell us that "*Arcana* is a delightful arcade adventure with finely detailed graphics", this game is astoundingly similar to *Staff of Karnath* and *Entombed* — the Ultimate "classics".

Once loaded, a melodic tune strikes up and a fairly mediocre options screen appears. The idea of the game is to steal an evil book before the local bad-guy gets his clawed fingers upon it. Once discovered, you must smash the book (or dispose of it in another, suitably dramatic, way) and thus save the Land of the Bright Elves.

The screen is presented side-on in semi-3D. It's possible to move "into" the screen by pushing the stick forward. Although the nature of the isometric graphics makes everything look a tiny bit stupid, your character — Baladur — moves with pleasing speed and the scrolling is top-notch.

The game takes place in a large castle, comprising many different rooms and corridors. As you plod around, looking for interesting thingies which will, without doubt, be of earth-shattering importance, numerous beasties fall from above and sap your energy. Bats, demons and witches make up some of the opposing side.



Doors line the walls. They can be entered, if they're not locked, by simply walking at them. Sometimes, though, you can blast away at the lock with a magic spell.

Arcana is really a direct copy of the two games mentioned earlier. It's fun to play, but certainly to be avoided if you have either *Karnath* of *Entombed.* Therefore, the Value rating may suffer.

Jim

- Graphics 8
- Sound 7
- Value 8
- Playability 8

MISSION IMPOSSIBLE

- **Machine:** Amstrad
- **Supplier:** US Gold
- **Price:** £8.95

This award winning game was released on the 64 a couple of years ago — and now Amsters everywhere can get their hands on it. Unfortunately, this conversion doesn't match up to the more recent Spectrum version graphically.

Your mission as a super secret agent is to penetrate mad Prof Elvin Atombender's robot infested maze of an underground HQ. The mad Prof intends to hack into the world's defence computers and launch an atom attack that will destroy the world! Cute, huh?

You have to find bits of code and piece them together using your on screen pocket computer in order to find the password to the Prof's control room.

Impossible Mission is a game of action and strategy — and is still THE ultimate platform game. The Amstrad conversion isn't the prettiest thing to look at — but the old *Impossible Mission* addictiveness and playability lurks underneath the chunky graphics.

Tim

- Graphics 7
- Sound 6
- Value 7
- Playability 7

BEYOND THE FORBIDDEN FOREST

- **Machine:** CBM 64
- **Supplier:** US Gold
- **Price:** £14.95 Disk

There I was, running around almost exhausted, having just had a nasty run in with a scorpion the size of an elephant, which is NOT an everyday occurence believe me! When suddenly, a giant worm came out of the ground and swallowed me whole. This was going to be one of those days.

Yes, after being munched by a worm, I thought I was dead. But no! This game really is weird, 'cause I just been resurrected guv' and no mistake! A bright, blue light fell upon me and was engulfed in a flow of melodic sound, which gave me the power to get up, have a bowl of soup, and appear back in the forest.

But you don't get resurrected for nothing. You have to pay the price of a golden arrow or two, and if you don't have any, you DIE. So I was up on my feet and shooting arrows at everything that moved, which wasn't much. It seemed that everything had gone. But wait, what's that noise? From out of the blue came a huge dragonfly, with four wings. One mighty shot was all that was needed to kill this beast and then I had enough gold arrows to see me through to the next level, or so I thought.

Pow! A massive froggie monster stamped on my head, and it was back to the old resurrection bit. Eventually I got through to the second level, which consisted of bats, a hyrda and an armour plated demigorgon. I didn't manage to kill him though, and he put my triumphant stand to an end.



The graphics on this game are worse than the first one. Due to advanced techniques, we have perfect ZX81 graphics on a C64. Has to be a first. The sound is nowhere near as good as the original.

They've apparently designed a new firing method, which is supposed to be better, but it's not, and I think it had to be put in because of their amazing 'OMNIVISION 4D' which uses the up and down movements of the stick. That's why they had to have a new system.

This game will probably only appeal to those who like spending money on useless products. If you don't mind terrible graphics, naff sound, pathetic gameplay and long loading time, you should get this.

It's a pity because I liked the original one, although I was probably the only one.

Chris

- Graphics 3
- Sound 5
- Value 4
- Playability 3

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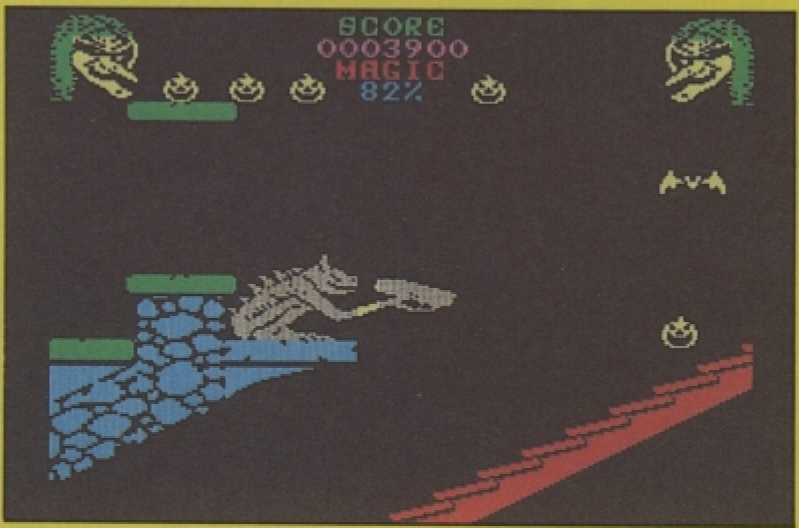
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CAULDRON II

C+VG HIT!

● **Machine:** Spectrum/Amstrad
● **Supplier:** Palace Software
● **Price:** £8.99



Cauldron II — The Pumpkin Strikes Back was *C+VG*'s Game of the Month in June when it came out on the Commodore 64. And in converting it to the Spectrum and Amstrad, Palace Software has successfully captured all the quality and addictive play of the original.

Only the sound has really suffered — but that's the fault of the machines.

In the first Cauldron game you played the part of the witch trying to rid her world of pumpkins. This time things are reversed. The sole surviving Pumpkin is out for revenge on the witch.

To do this the pumpkin must collect a lock of the witch's hair and drop it in her cauldron.

The game is set in a huge castle, covering a vast number of levels packed with puzzles, traps, spiders, skeletons and a vast variety of other creatures.

If you decide to buy the game then hunt out a copy of the C+VG August issue and turn to the special poster sized map of the game. We don't guarantee the Spectrum and Amstrad versions will be exactly the same, but it will give you some idea of what you're up against.

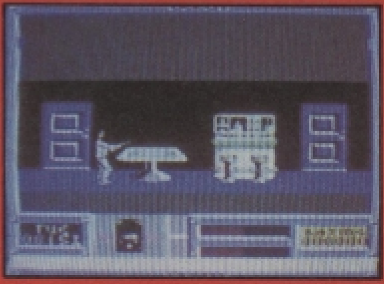
Cauldron II is a delightful game. At the end of the Commodore review we said: "Don't delay, buy it today." We see no reason to change our opinion.

Paul

	SPEC	AMST
● Graphics	9	9
● Sound	7	8
● Value	9	9
● Playability	10	10

MIAMI VICE

● **Machine:** Commodore 64/Spectrum/Amstrad
● **Supplier:** Ocean
● **Price:** £8.95/£7.95/£8.95





Bringing the slick, black Ferrari to a screeching halt, I drew my shiny .45 and kicked down the door. Dammit. The punks had obviously been wise to my subtle entrance and had blown out of the place. Back in the car, wise-ass Tubbs gave me a quizzical look. I donned my Ray Bans for the umpteenth time and drove off, looking as moody as possible.

The game has arrived. The ultimate game for would-be-dudes, *Miami Vice* is about the hippest game to appear for a long, long time. Set — amazingly enough — in the blistering heat of Florida, the game features you (as Crockett or Tubbs) on the trail of a big, bad drug smuggler.

The screen has two main modes, the first is a bird's-eye-view of the streets and buildings of Miami, showing your amazingly cool jet-black convertible and the other cars "cruisin' the high streets" (man!). This is probably the most important part of the game to get to grips with. I mean, you can hardly catch the bad guys in a high-speed chase if you continually bash your car into any palm tree or building in sight.

Driving the car is very difficult indeed. Travelling in straight lines is easy enough, but those flashy turns which Sonny manages to perform with such ease on TV are devilishly difficult.

You accelerate by pushing forward with the stick, and decelerate by pulling back. Right and left turns are achieved by moving the stick right and left respectively.

These movements remain the same no matter which way you are facing. This makes life more than somewhat complicated.

For example, if you are travelling down the screen, moving the stick right will cause you to turn and head left. It's all very sensible if you can imagine being inside the car all the time, but at high speeds, this isn't always possible.

Music is really quite good. The original theme plays when you are in the car (available in a record store near you!) and even plinks moodily away when you enter a building.
building.

When you have decided to check out a particular building, you must drive to it, park and then decide if you want Sonny or Ricardo to enter. Once you've done this, the screen changes to reveal the inside of the joint. Subtlety goes straight out of the window, and you pace around the various rooms with your gun aloft and at arms length. Any evidence which is left lying around will be displayed as a sack on the floor. Thankfully, Ocean has refrained from writing "Swag" on it.

To help you get started, Ocean has included a schedule for Monday (it's played against the clock — one second real time equals one minute game time) showing where possible deals may be going down. On your trail to Mr J you will probably come across numerous punks who will need to spend some time in City Hall, in cuffs to "chill out".



Miami Vice isn't a mega-game. It will probably sell more on its name than its addictiveness, but it is a good program, professionally put together and fun to play.

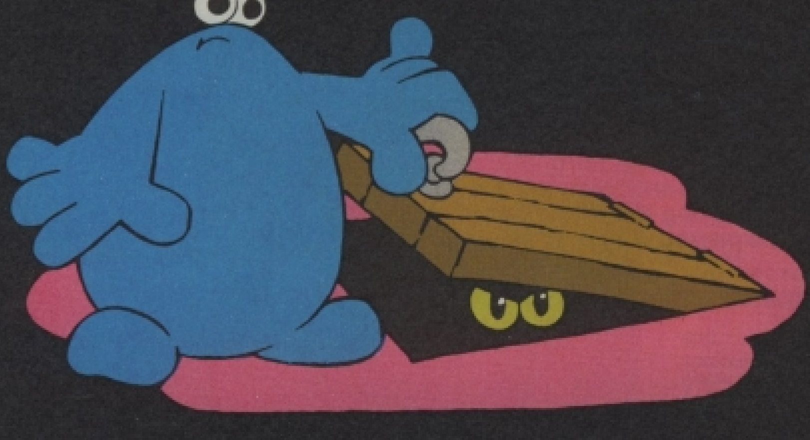
Jim

● Graphics	8
● Sound	9
● Value	8
● Playability	8

THE TRAP DOOR

A can of worms, boiled slimies and eyeball crush are just some of the delicacies demanded by bumbling Berk's bellowing master. Can you satisfy the hunger of 'him upstairs' and resist the temptation to open the Trap Door? For there is always something lurking in the dark waiting to come out . . .

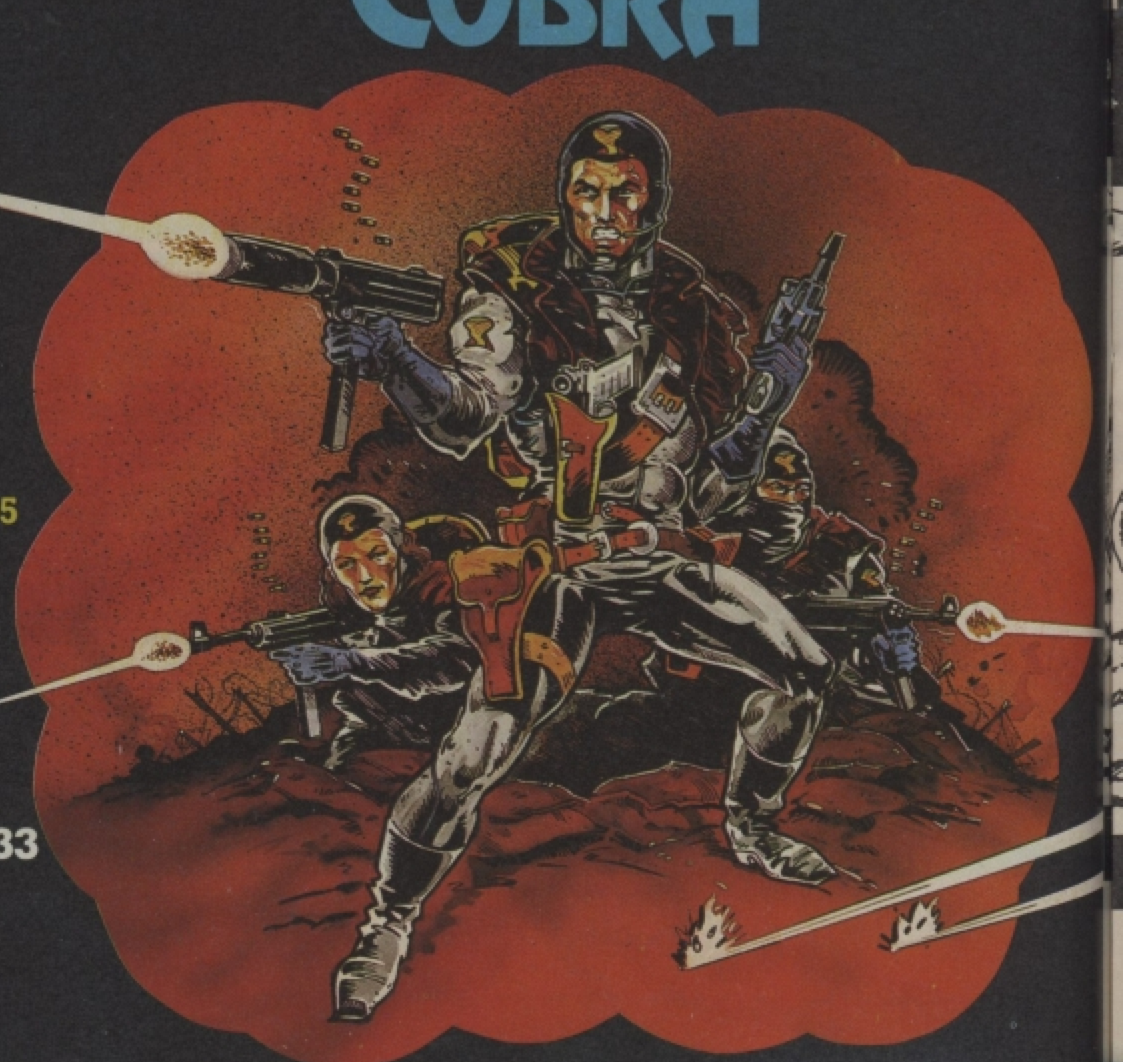
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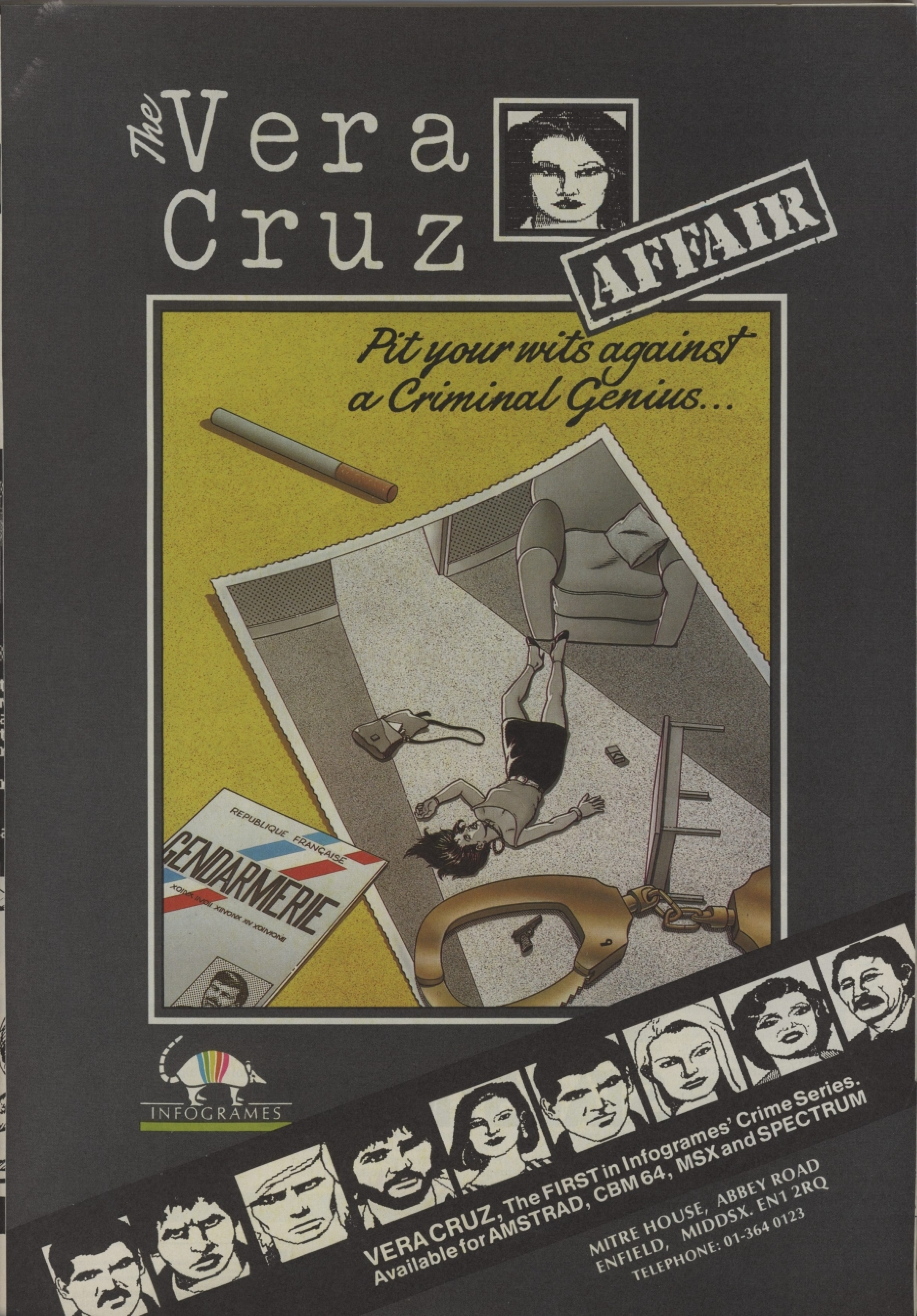
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RESCUE ON FRACTALUS

- **Machine:** Amstrad
- **Supplier:** Activision
- **Price:** £9.99 (cassette) £14.95 (disk)

Code Red! *Behind Jaggi Lines*, which was later called *Rescue on Fractalus*, is now on the Amstrad . . . and it's pretty hot.

For those of you who don't remember what the game is all about, you have been chosen for a mission, a daring rescue no less! Human pilots are stranded on the hostile world of Fractalus.

The Jaggis are the race which inhabit this world. To say they don't like humans would be the understatement of the year!

You must rescue your pilots from the Jaggis and return them safely to the mothership.

The graphics use Fractual mathematics, so they move speedily and solidly, just as you would see it from a real space ship. The effect of flying through the mountains is incredible — it has to be seen to be believed.

The Jaggis come in all shapes and sizes, some in ships, and some on foot — and boy do they look mean in the flesh.

A great conversion, better than the 64 version.

Go get it!

Chris

Graphics	8
Sound	6
Value	7
Playability	8

IRIDIS ALPHA

- **Machine:** CBM 64
- **Supplier:** Llamasoft/Hewson
- **Price:** £8.95 cassette/£12.95 disk

Welcome to another mêlée with the mind of Minter. It's the first tie up Jeff's Llamasoft and Hewson, those people who bought you the ever-so wonderful *Uridium*.

But the game is pure Minter and that's enough for the multitude of his faithful fans to rush out and buy it.

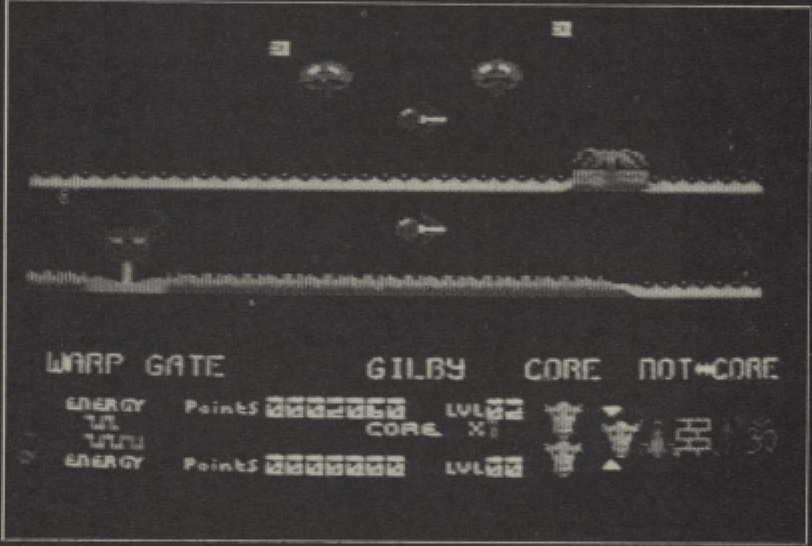
It's the same old mix of — admittedly very successful — high speed arcade action zapping, dazzling colours and fantastic sound.

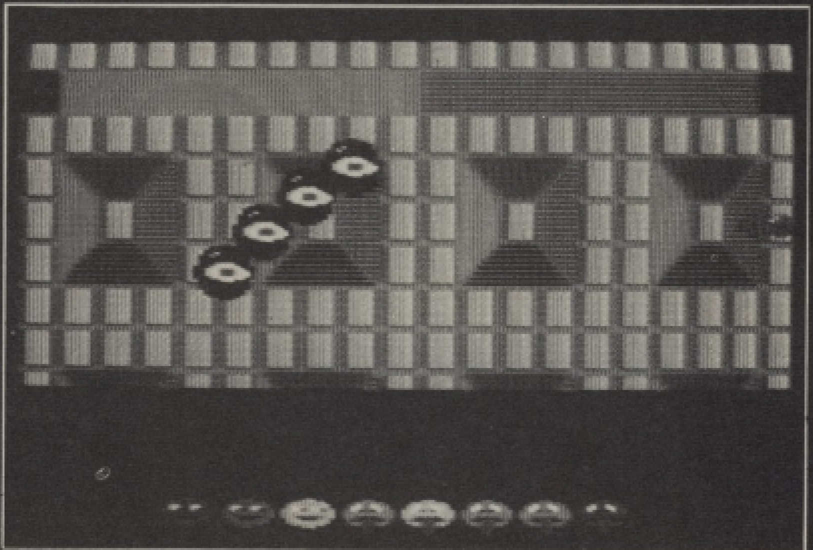
You control what is known as a Gilby Robot fighter. That much is quite clear. Little else is. Those gathered around the CBM 64 began to show signs of extreme confusion about what was happening.

Chris "Odduns" Cain, who quite shamelessly has expressed a liking for past Minter games, was actually spotted sneaking *Irdis Alpha* out of the office and later admitted he had played it for three hours at home. "I still didn't like it," he said.

Paul

Graphics	8
Sound	8
Value	7
Playability	5





C+VG HIT! MISSION ELEVATOR

- **Machines:** Amstrad/C64/128
- **Supplier:** Micropool
- **Price:** £9.95/£14.95 (Amstrad cass + disc) £9.95/£12.95 (CBM cass + disc)

This game will give a lift to even the most jaded gamester a lift. Well, several really. It's a sort of copy of the arcade hit *Elevator Action* featured in our arcade action pages some time ago.

Mission Elevator is one of the first German written games to reach these shores — and if it's any indication of what's to come then we could be in for a treat.

You play the part of a super secret agent sent on a mission to save a big hotel from destruction. Foreign agents have hidden a time bomb somewhere on the 62nd floor and you have to reach it and defuse it.

Trouble is that each floor is inhabited by an army of agents — dressed in their best trenchcoats — who are out to stop you.

The hotel is split up in units of eight floors each. Within each unit, you can move up or down by using any of the lifts. The emergency exit leads to the next eight floors.

You need a key to open the emergency exit which is at present in the porter's back trouser pocket which together with its owner has gone into hiding in one of the hotel rooms. But to find the porter you need the master key to open the room's doors. But beware, danger lurks behind every door . . .

To stop the countdown, you need the code consisting of 16 parts. You will find two parts of the code per eight floors.

Each part of the code will specify a direction. All 16 directions are needed to defuse the bomb.

Each floor is packed with bits of furniture which must be examined carefully to find parts of the all important code. You do this by simply standing in front of an object and pulling down on the joystick. A message window at the bottom of the screen relates what you've found — if anything.

Examine a table and you find yourself playing a dice game. You gamble points and could end up with a nice bonus if you're lucky.

Also in the message window you'll sometimes see 'whispers' from the people you come across. These sometimes give you clues to the puzzle. You travel around the floors using lifts and dodging the enemy agents who are pretty quick on the trigger. You have to be as well.

Watch out — some of the agents crouch down to zap you. It's pretty easy to lose your eight lives quickly unless you stay sharp — especially playing the 64 version which appears to be slightly tougher.

Don't forget to go to the reception desk on each floor as this is where you'll find the pass key to the rest of the doors on that floor. And you must jot down all the code words as you find them, the computer doesn't store them away for you.

And don't shoot the beautiful stranger you find lurking behind some of the doors. It only loses you points.

Mission Elevator is fast, well presented and very playable. One of the best games around for the Amstrad right now. And it's not bad on the 64 either. Check it out.

Tim

	C64	Ams
Graphics	7	7
Sound	7	7
Value	9	9
Playability	9	8

FREAK FACTORY

● **Machine:** CBM 64
● **Supplier:** Firebird
● **Price:** £1.99

Mmmmm-mmm. There's nothing like a good arcade adventure.

The best point is the title page. You are shown a little man in sunglasses, running along a paved walkway, being pursued by a nasty monster. A freak, I suppose.

The idea behind the game is unbelievably silly. You are the top agent in the galactic police. After reports have filtered back regarding some disturbances amongst trading colonies, the GP decide to send you to clear up the place. On arrival, you will see nasty creatures roaming the streets.

The best course of action is probably to try and discover where the problem lies, and sorting it out that way.

Movement and graphics are remarkably bad. And the program crashes with merciless regularity. *Freak Factory* is rather disasterous all round.

Avoid it at all costs.

Jim

● Graphics	5
● Sound	4
● Value	5
● Playability	2

JACK ATTACK

● **Machine:** BBC
● **Supplier:** Bug-Byte
● **Price:** £2.99

I think this is meant to be called Jack Attack — that's what the screen says, but the tape cover insists it's Jack Attac.

In *Jack Attack*, you are Jack, and you must rescue your sweetheart Jill who is languishing in a cell. To do so you must find the correct key, and to find the key, you must explore the beanstalk and penetrate the Giant's castle and gardens.

Odd sort of beanstalk, this, with locked doors barring your path, moving platforms to bear you aloft, keys and assorted things lying around, mean-looking nasties patrolling. More like a computer game than Jack and the Beanstalk, if you ask me. It only livens up when you find the key to Jill's cell, which has the effect of waking up the Giant, giving you just two minutes to make your escape.

Familiar stuff, with nothing much to distinguish it from all those other ladders n' mazes games you've played.

Nicky

● Graphics	7
● Sound	6
● Value	6
● Playability	7

ACTION REFLEX

● **Machine:** Spectrum 48k
● **Supplier:** Mirrorsoft
● **Price:** £7.95

"Wait a minute," I hear you cry. "I read all about *Action Reflex* in the super August issue!" Well, that was the "penultimate" version. Now I've got my mits on the real one, and am going to tell you about it, whether you like it or not.

The object of the game is to move through the various screens, avoiding death which is dished out by various fiendish and not-so-fiendish traps littered about the game.

Just about the only difference we could find when comparing it to our pre-production copy was that there are now large green funnels which suck up your ball and spits it out somewhere else. There isn't an awful lot to the game, and the price will prohibit its inclusion in all but the most extravagant of software collections.

Jim

● Graphics	6
● Sound	5
● Value	5
● Playability	4

LAP OF THE GODS

● **Machine:** Spectrum
● **Supplier:** Mastertronic
● **Price:** £1.99

Hey! It's another find-the-crystals-in the-maze-full-of-little nasties game. But it is well presented, looks averagely attractive and costs under two quid.

At the dawn of time the eight Gods of Zzarn ruled the universe. You, — a little droid thingy are trapped in a comet's time vortex and only the Gods can return you to the future IF you deliver to them the buried Crystals of Zzam.

Game play is pretty basic — but addictive nonetheless. It's not original, and not up to the standard of **Knight Tyme** but a playable budget offering from Clive Brooker.

Tim

● Graphics	6
● Sound	6
● Value	7
● Playability	7

SPEED KING

● **Machine:** CBM 64/128
● **Supplier:** Mastertronic
● **Price:** £1.99

Quite honestly *Speed King* does not deserve a place on the same starting grid as *Super Cycle*, especially in the graphics stakes.

You get a choice of ten circuits to race on, three skill levels and 19 opponents.

There are six gears to master on the bike, each controlled by a backwards or forwards movement of the joystick.

Acceleration or braking is achieved by pressing or releasing the fire button.

As for the 19 other riders I didn't really see much of them — except as they disappeared into the distance! I spent most of the laps swerving from side to side, or skidding across the grass. Really quite difficult to control, save your pennies for the full price game.

Paul

● Graphics	6
● Sound	5
● Value	7
● Playability	7

STAR FIREBIRDS

● **Machine:** Spectrum/Amstrad
● **Supplier:** Firebird
● **Price:** £1.99

Good grief! Where on earth did Firebird dig this up from. It looks as though it comes out of the ark.

Star Firebirds is nothing but a sub-Space Invaders clone with absolutely nothing to recommend it.

Every expense has certainly been spared. At £1.99 it's still over priced.

Chris

● Graphics	4
● Sound	4
● Value	1
● Playability	4

MOLECULE MAN

● **Machine:** Amstrad
● **Supplier:** Mastertronic
● **Price:** £1.99

This is another value for money game from Mastertronic. It's a 3D maze game in which *Molecule Man* must explore around 256 screens to find 16 circuits which will make a teleporter work and enable him to escape. All this is against the clock and rising radiation levels. There is a maze designer program which allows you to re-design the game completely or change the existing one.

Chris

● Graphics	8
● Sound	6
● Value	9
● Playability	8

OCTAGON SQUAD

● **Machine:** Spectrum
● **Supplier:** Mastertronic
● **Price:** £1.99

Right! Get fell in you 'orrible little droids! And you! Get your capacitor polished! Now, listen carefully 'cos I'm only going to tell you this once. There's been an unprovoked chemical attack on one of our planets. *The Octagon Squad* — that's you stupid! — have been chosen to go in and get out the survivors. . .

The idea is to move your team around the complex, blocking off exits and entrances to prevent the alien life forms from taking over.

Octagon Squad is a competant strategy game — but it really needs a bit more explanation to help out the first time player.

Tim

● Graphics	7
● Sound	5
● Value	7
● Playability	7

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SHORTS


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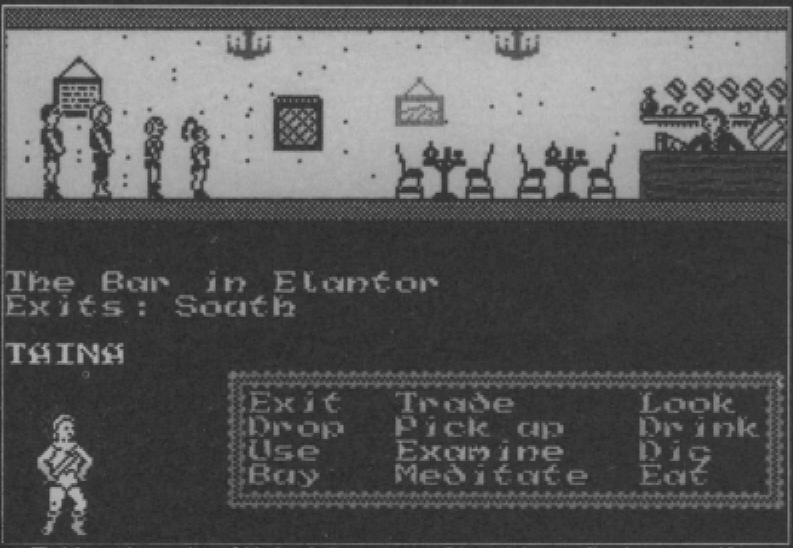
MINDSTONE

● **Machine:** Spectrum 48k
● **Supplier:** The Edge
● **Price:** £8.95

Long, long ago, in a land where people were cursed with the most preposterous names there was a ruler named Jorma. Jorma ruled the Teia people, who - amazingly enough - were peaceful and contented.

Jorma had two sons, Kyle and Nemesar. He favoured Kyle, which irritated Nemey no end. Now, the problem with trying to bring up a family in such early times is that it's so difficult to teach the social graces. I mean, it must be pretty tough to persuade the kiddies not to vomit at dinner when all round them are scenes of barbarism and unbridled hiccupping. Such behaviour has obviously worn off on poor old Nemesar, as he has become really quite unsociable.

He bumbed-off his mum, and then took control of the Mindstone, which holds the power to do amazing things. When in the hands of the Good, it can do wonders for crops, healing and the weather. In the hands of a malicious soul, however, trouble will brew quicker than you can say "Oh crumbs!"



Taking the role of Kyle, it is your quest to seek out your brother and return the mindstone to a safe place.

The game takes place in the relative desolation of the Shadowlands. You guide a party of three warriors, each possessing different attributes. From time to time, your path will be blocked by an obstacle of some kind. These are rather diverse - you could encounter anything from a wall of ice, though a leopard to a crocodile on your travels. Usually you will be given a hint as to how you should approach each problem.

Should you find yourself without the suitable object with which to bribe or despatch the obstacle, you can always try to kill it (providing it is an animate life-form).

Often in combat, a member of your party will be killed. Usually, though, they do manage to defeat their opponent, so the sacrifice is generally worthwhile.

The graphics could not be described as all that amazing, and there is very little animation. The characters move around when attacking or trading with other creatures, but are essentially static. The second is far from exciting, which leads this reviewer to the question "So what is the appeal, eh?"

Well, fortunately for all at The Edge, the program has great game-play!

It's all done with the joystick. Although they claim that it's all "icon driven" is perhaps a little tenuous - you highlight words instead of pictures 60% of the time - it's easy to get started.

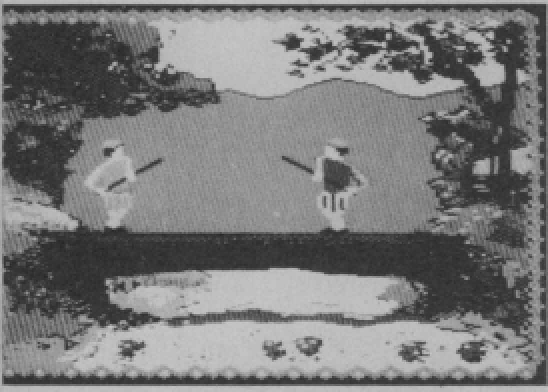
You can select your movement direction by pointing at a specific arrow, and hitting fire. Alternating character control is handled in the same way, and is a "joy" to use.

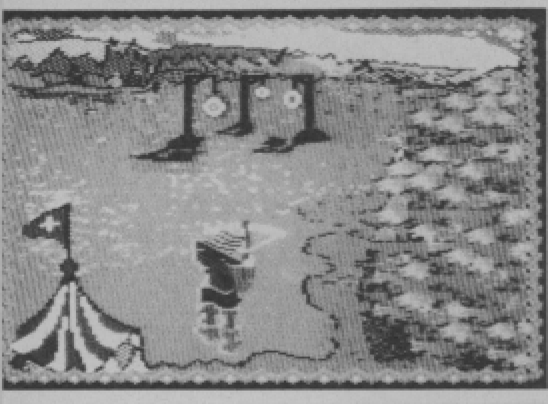
You can barter with the wandering tradesmen which litter the landscape, but you can't attack them.

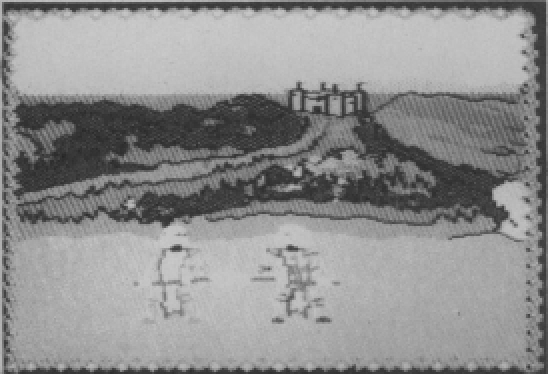
Mindstone is quite good, and the price is reasonable. You get a map on the back of the considerably extensive instructions, though I couldn't decipher the decidedly arty script.

Jim

● **Graphics**	7
● **Sound**	5
● **Value**	7
● **Playability**	8







KNIGHT GAMES

● **Machine:** Amstrad
● **Supplier:** English Software
● **Price:** £8.95

Tootle-ey-toot! What's that? English Software blowing their own trumpet, no doubt. And they've certainly got the right to do so now they've released the Amstrad version of *Knight Games*.

Stepping out in the cold light of day, I entered the first battle, a simple sword-fight. The graphics are more colourful than the Commodore, and very well animated.

The next event, which you reach by loading from tape, is the Quarterstaff. Here you are atop a log which rests dangerously above a fast-flowing river. You do your utmost to knock your foe off the log.

If you get tired of attacking a simulated knight, you can elect — through the rather pleasant menu screen — to play against a human. This is a bit tricky on the Amstrad, since there is only one joystick port.

The second player must use the keyboard cursor keys to move around. Not very convenient but it's the best that anyone could be expected to do. The other events are there too, and they have various backgrounds. Some are very pretty, some aren't.

The only events which stray from the standard movements of left, right, and other strikes are the crossbow and archery events. Here all you have to do is move your sight around the mid-distance and then release a bolt or arrow.

Knight Games is really just another combat game, but it has enough originality to make it worth a look.

Jim

● **Graphics**	8
● **Sound**	6
● **Value**	7
● **Playability**	8

MIN

● **Machine:** CBM 64
● **Supplier:** US Gold/ DataSoft
● **Price:** £14.95 (disk)

I had doubts that *Mind Pursuit* would turn out to be very American in it s choice of questions, you know, name the wife of the fourth president — that sort of thing. But during the time I played I was unable to find any truly outrageous bias, toward the other side of the Atlantic.

For example, under the History and Geography section one question asked: The Roman name for the Greek goddess Aphrodite was Diana, true or false? Now everybody should stand a reasonable chance at that one. Shouldn't they?

In *Mind Pursuit* up to four players or teams can compete. Subjects — Science and Nature, History and Geography, TV and Film, Sport and Games, Culture and, finally, Grab Bag — are chosen with the role of a

MIKIE

● **Machine:** BBC
● **Supplier:** Imagine
● **Price:** £8.95

In this latest effort from Imagine and Konami, you are Mikie, an American High School Romeo whose sole aim in life is to get a message to his girlfriend. Yes, honest. In the process, he has to avoid a manic teacher, a manic janitor, a manic chef — everyone at this school seems to be a manic — not to mention (wait for it) dancing cheerleaders, with their literally stunning kisses! Tacky, huh?

Needless to say, it's all an excuse for just another arcade game, with the peculiar denizens of an American school standing in for the usual aliens, Mikie the equivalent of the intrepid star fleet captain, and hearts — yes, hearts! — standing in for jewels, weapons, fuel or whatever you usually go around collecting in an arcade adventure. You can even zap your manic companions by chucking chickens and basket balls at them.

You piece together your message — I'm thankful to say I didn't get far enough to find out what they complete message is — by collecting these hearts lying around, "hip-zapping" other kids out the way if need be.

You move from classroom to locker room, canteen to gym, and finally to the schoolyard where you finally deliver the message. If you've survived the maniacs, whose touch is lethal.

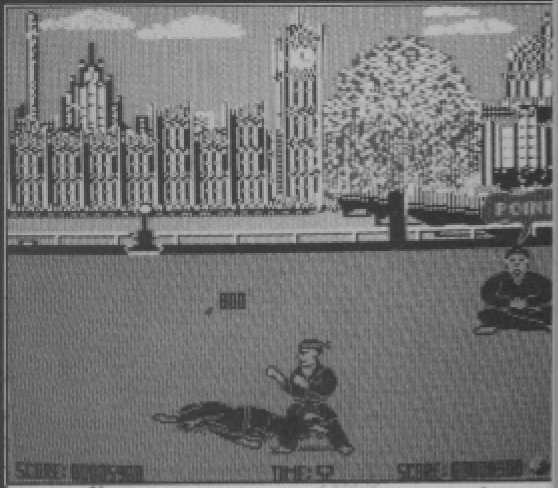
OK, so it's original. The graphics aren't much — a bit blocky and sluggish and you can see through the characters. The background music is Hard Day's Night (and boy, it sure is), and there's a bug in the high score table, which sometimes seizes up for a while. Probably sickened by the sight of Mikie making such a fool of himself. Bring on the aliens, that's what I say.

Nicky

● **Graphics**	7
● **Sound**	7
● **Value**	6
● **Playability**	7

INTERNATIONAL KARATE

● **Machine:** Amstrad
● **Supplier:** Endurance Games
● **Price:** £7.95 (cass) £14.95 (disk)





Hey yah, *International Karate* for the Amstrad, Yeah! Great, let's load it. Oh my God, turn it off. Quick!!!!!!

International Karate is as you may already have guessed, one of those *Fist* rip-offs. Fortunately, it's very good on the 64, but the Amstrad version is a disappointment.

The game has the basic Karate moves but it has one very special feature . . . The Flying Kick. The flying kick is, I would say, pathetic. When you perform this move, you must rise, oh, at least two and a half inches of the ground.

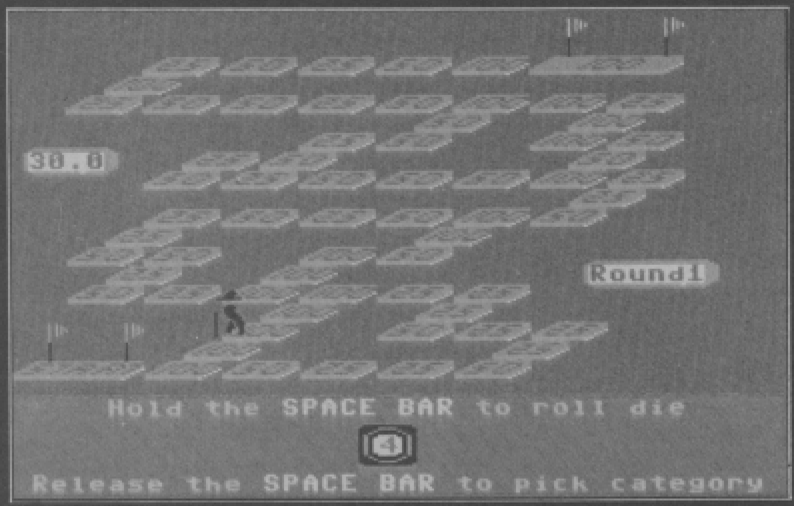
The rest of the action is pretty wooden and if karate is like this then no wonder it's a dying art.

If we had a symbol for a very naff game, I'd give this one three of them.

Chris

● **Graphics**	4
● **Sound**	5
● **Value**	3
● **Playability**	3

D PURSUIT



computerised dice.

There are three types of question, ranging from True or False to Multiple Choice and finally where you have to fill in the blank space.

Points are awarded for correct answers and taken away for incorrect ones. There is also a game board mode which can be played as an alternative to the straightforward text game.

Mind Pursuit contains thousands of questions and none are apparently repeated while each particular game is in progress.

Quite good fun to play but it is rather slow and laborious. **Paul**

● **Graphics**	6
● **Sound**	5
● **Value**	7
● **Playability**	8

SAVAGE POND

● **Machine:** BBC
● **Supplier:** Bug-Byte
● **Price:** £2.99

The life of a tadpole is not a happy one. Never mind the Bronx, you want a savage place to live, go live in the pond.

A tadpole is born, whose aim, naturally enough, is to grow into a frog. To do so, he must eat, avoid the dreaded hydra with its lethal tentacles, dodge the hydra's equally nasty cousin, the jellyfish, and catch the dragonfly's eggs before they turn into fearsome dragonfly nymphs. Dragonfly nymphs just love tasty tadpoles. There's also the water spider's web to watch out for.

The greatest enemy of all needless to say, is man, who is prone to use the pond as a dump for radioactive waste.

If your tadpole survives, he eventually becomes a frog, when he must contend with mutant bumble bees, protect his colony of eggs and tadpoles from water fleas and all those other predators, catch dragonflies with his tongue before they can fill the pond with any more of those vicious nymphs . . .

This recycled game is good fun. The graphics may not be very polished, but at least the pond creatures look like pond creatures, and they are extremely lively — I particularly liked the frenzied efforts of the savage-looking nymph as he plunges wildly about in the pond foliage, hunting for the cowering tadpole.

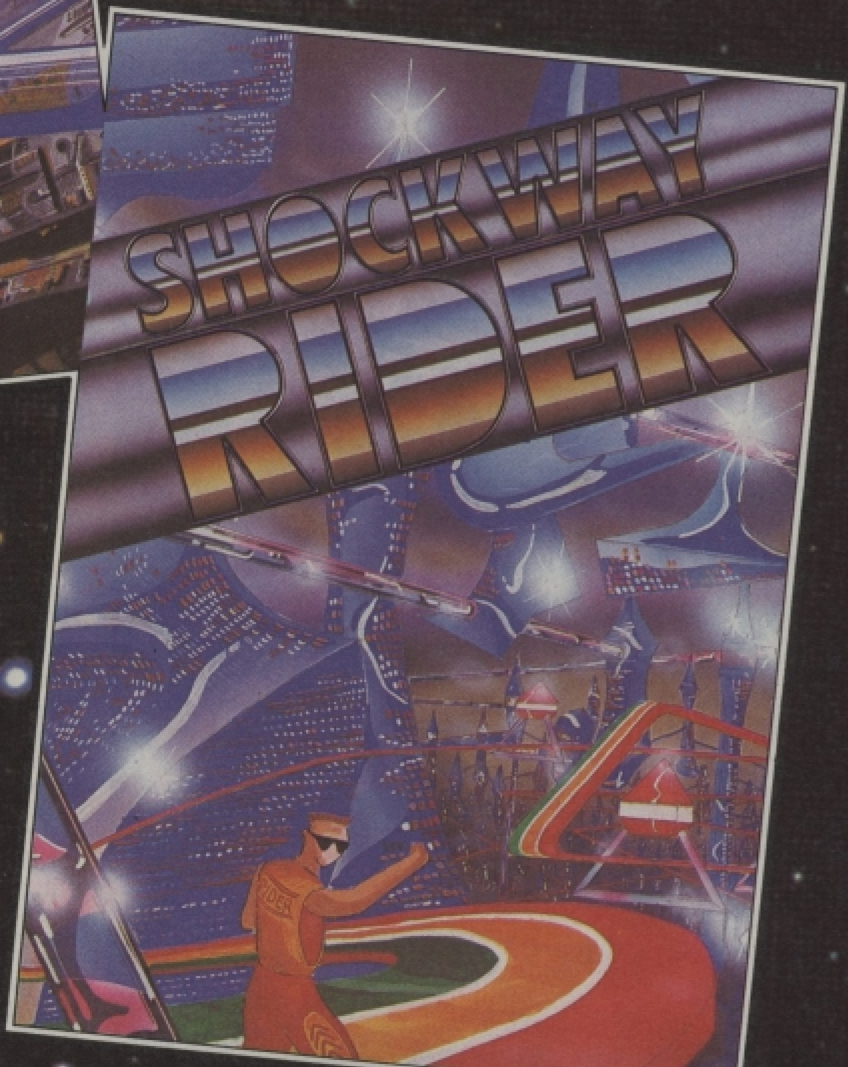
Nicky

● **Graphics**	8
● **Sound**	8
● **Value**	8
● **Playability**	8

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Ever wanted to be someone else? A wizard, perhaps. Or maybe an orc. How about Doctor Who or Judge Dredd? Role-playing games could be just for you. C+VG investigates.

REALMS

Take a look at the people walking in the street, sitting on the bus or in your class at school. Notice anything strange?

They may appear to be very ordinary, dull and dreary people, careworn and weighed down by the problems of everday life.

But behind that ordinary exterior could beat the heart of a secret magician, a noble wizard, evil witch or all-round-clean-cut-good-guy hero who, at the drop of a distressed maiden's handkerchief, would not stop at anything to cleave any monster's head from its shoulders in an effort to rescue her.

Yes, you never know who you're sitting next to on buses these days.

Who are these people who have what could be described as strange and potentially disturbing alter-egos? They are of RPGs — Role-Playing Games.

The best-known role-playing game is **Dungeons and Dragons,** invented by American Gary Gygax back in 1972. It's estimated that there are about a million players in Britain alone, judging by sales of the game.

Now there are about 50 RPGs on the market, catering for every form fantasy — in the nicest possible sense, of course.

But just what is a Role-Playing Game? Basically it's a game which allows the players to adopt the personality of a character and guide him through various adventures set in a world of fantasy and imagination controlled and refereed by one person. In the case of Dungeons and Dragons this person is known as the Dungeon Master.



● Dragon Aid in action

The aim of the game — especially in Dungeons and Dragons — is usually to find treasure. The players — eight or nine seems to be the ideal number — are given various attributes, such as strength, mental and physical capabilities wisdom, dexterity etc.

There is also a choice of races, from human to elvish, from hobbit to dwarf, each having different characterisicts.

The game is controlled by the Dungeon Master using a rule book, tables and dice. The dice are very important. It decides various strengths, the amount of damaged players suffer in fights or encounters with monsters.

Some players use small figures to represent players and monsters during the game, others don't.

Recently a group of role-playing enthusiasts emerged from the dungeons and into the publicity spotlight to stage Dragon Aid, a marathon session of playing Dungeons and Dragons to raise money for the starving in Africa.

They took a suitable cellar-like basement off London's Trafalgar Square and played continuously for more than 80 hours.

Victoria Kassner, one of the organisers of the Dragon Aid event, explained how she first encountered the mysterious world of Dungeons and Dragons nearly a year ago.

"At the time there was some publicity in a newspaper. A few months later I got a copy of the magazine Imagine (now defunct) which was dedicated to role-playing games. Through that I got more involved and joined a group," she said.

She continued: "It's a great release for the emotions. You can do things that are made in your imagination which you can't do in real life. I now play regularly every Monday night for about five, six or seven hours. It's an ongoing game, continuing from where we leave off each week. It's a game which depends a lot on the people who are playing with. It can be as complex or as simple as you like. If you want you can simply kill anything that moves."

She does admit that some find the idea of dungeons and Dragons and other RPGs slightly odd. "A lot of people think: 'Oh, yes, what's wrong with you?' But others are really enthusiastic about it."

How do role-playing games compare with computer adventure games. After all there are many similarities between them. 'I know a lot of people who play them," says Victoria," but a lot of mainstream role players say they lack the personal touch."

A large and expanding industry as followed in the wake of Dungeons and Dragons, including specialist magazines, fanzines and shops dedicated to RPGs.

A basic Dungeons and Dragons set will cost in the region of about £8.95. On top of this there is a whole series of more advanced sets, extra scenarios, playing aids, posters

S OF FANTASY

and books. There's even a double LP, called First Quest, which contains back ground music to add a little more atmosphere to games.

Games Workshop, probably the biggest name in Britain's role-playing field, produce and distribute a wide range of games.

Top selling game at the moment is one based on the 2000AD comic book character Judge Dredd. About 500 of the £12.95 game are being sold each month.

Other popular sellers at the moment are the Middle Earth series of games based on J.R.R. Tolkien's Lord of the Rings books.

Other games on the market include Indianna Jones, war games such as Julius Caesar, Drive on Stalingrad and Battle for the Ardennes, murder games superheroes, Conan, and wild west.

And there's even the oddly named Teenage Ninja Mutant Turtles. That sounds more like a nightmare rather than fantasy.

But one thing is certain in the role-playing games world. The word of game master is sacrosanct. "As one Dungeon Master's saying goes: "We'll get along fine as soon as you realise I'm god".

And for those who want to take their role playing adventures one step further, there's a company started up which allows you to take part in "real-life" adventures which can last from six hours to five days. The style is very much Dungeons and Dragons with costumes.

For instance, a 48-hour weekend adventure run by Hastings-based Lore-Lord Fantasy Adventures would cost £50 per person. For that you get costume, weapons, camping equipment and food. But you have to be at least 14 to take part.

The adventures are set in the historic countryside of East Sussex — you know, 1066 and all that — where players need little imagination to know that a troll, vampire, or dragon could be hiding just out of sight.

Themes of the adventures range from prehistoric, Arthurian to Medieval and the characters involved fall into five main categories — warrior, wizard, cleric, theif and crusader.

Each main character type has various sub-classes, each with their own particular skills.

Instead of a Dungeon Master controlling the game, the person in charge is known as the referee. He keeps the score for players, deducting points for "injuries," checks morale, and making sure that when someone is "dead" they know it.

When "Time In" is called, present day reality is suspended and the players are required to act in the appropriate manner for the time in which their adventure is set.

"Time Out" is called usually after a battle when the referee adjusts game scores.

Besides the main adventure games, Lore-Lord organises other various activities to keep players amused, especially on the long five-day holidays.

These include Advanced Dungeons and Dragons indoor games; duelling, where characters test their combat skills; manhunts, where a fugitive is hunted and, hopefully captured, and banquets.

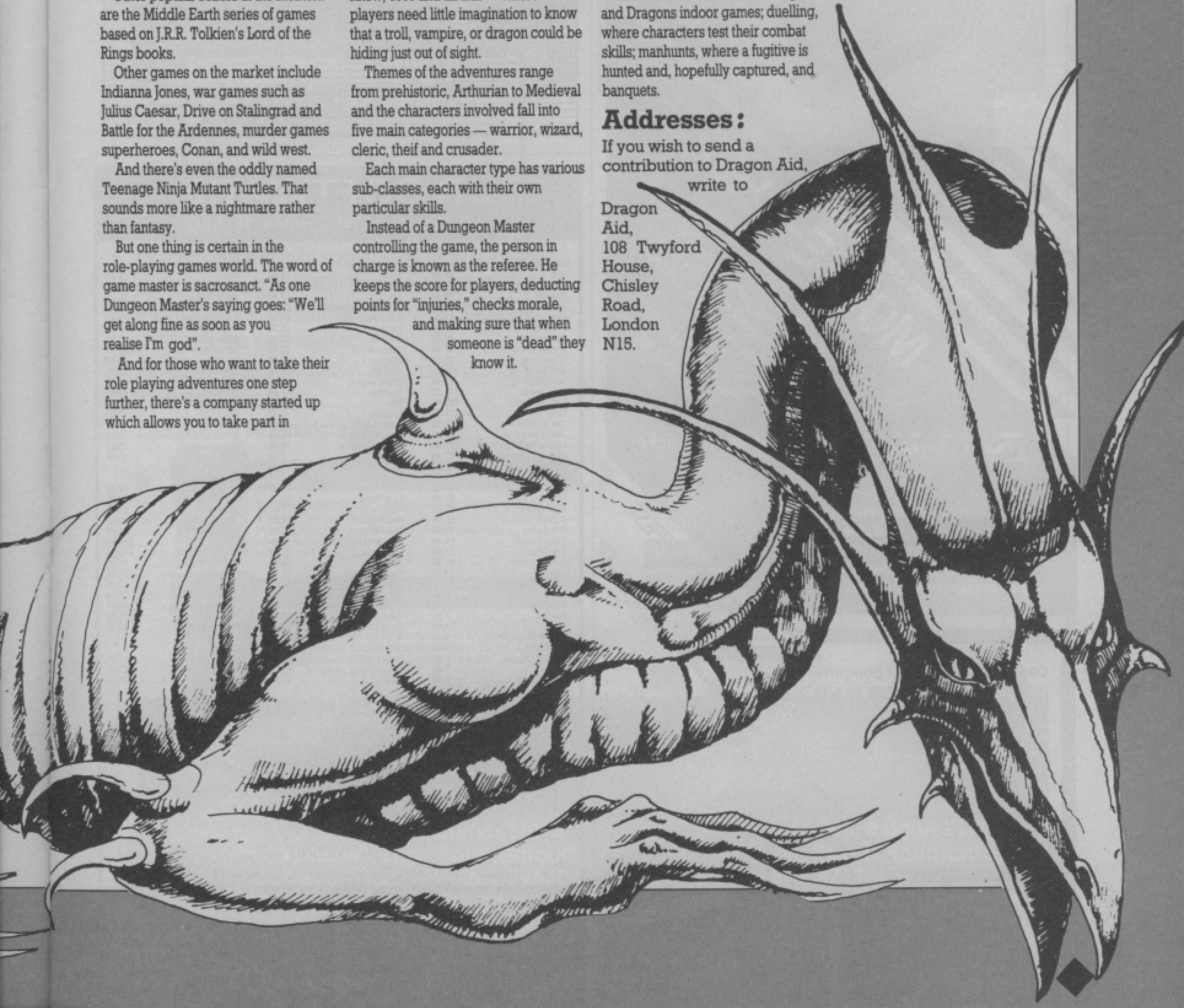
Addresses:

If you wish to send a contribution to Dragon Aid, write to

Dragon Aid,
108 Twyford House,
Chisley Road,
London
N15.

For more information about Games Workshop role playing adventures write to the company at Chewton Street, Hilltop, Eastwood, Nottingham.

A brochure containing more details about Lore Lord Fantasy Adventures can be obtained from 14 Claremont (Basement), Hastings, East Sussex, TN34 1HA.



Don't look on the shelves yet — you have to grope around the dark alleys to find them. There's a lot of new, super HOT software coming out, so we had C+VG's master American snoop, Marshal M. Rosenthal, parachuted behind enemy lines to find it for you. His report...

Letter from

"Timothy Leary's dead" goes the old *Moody Blues* tune. But it 'taint so. He's not only alive, but kicking us out of our complacent reality with **Mind Mirror**. The program invites you to "turn on, tune in and boot up." Yes, there is a sense of humour, as Dr Leary leads you through an adventure in awareness.

Scrutinise yourself through interactive text adventures that probe into your attitudes of life: to magnify, plot or change your concepts through inspection. Results can be displayed through a special mind map, as well as by analytical text.

The Life Simulations section allows you to chart another individuals path through events and interactions. Don the persona of Rambo, or become Dolly Parton, it's part game and part philosopher on a disk.

Be entertained in private, or get a group together. The program expands your perception of the universe through past and present, with a wry sense of humour that is definitely Leary's own.

BATTLE ZONE

Arcade games really look sharp with vector graphics, their smooth contoured lines and three-dimensional shapes make you feel like you're really part of the action. Well, the power of the 68000 chip allows for miracles, and **Battlezone**, for the Atari ST, delivers everything the fervent arcader could ask for.

Outside the viewscreen of your futuristic tank looms a bleak and foreboding night-time world of geometric shapes. Opposing you are monstrous tanks and homing missiles. Use your radar screen to detect their presense — deflect their fire by hiding behind a cube or triangle.

Eliminate the transport saucer and zero in on a tank. Fire a quick salvo, and watch the sucker disintegrate into itty-bitty pieces.

Strategic Simulations beefs up their fantasy line with another hot time. **Rings of Zilfin** places you in the role of a young boy possessing strange and arcane mystical powers.

Recovering the two Rings will not be easy, but only their incalcuable power will enable you to defeat the dreaded sorcerer Dragos, who has enslaved the land in perpetual darkness and gloom.

This graphic animated adventure allows the happy welding of strategy and arcade, as both are employed. There are demons to defeat with spells, and MadBirds to shoot down with magic arrows.

A window on the left displays text information, while the one on the right shows what is happening. The realm is dangerous and you must build up your strength and wisdom through encounters as you progress onward.



● RINGS OF ZILFIN

Combining animation with traditional adventure "text" commands (using the keyboard or joystick) has produced a very playable game that doesn't let up for an instant. Learn all you can during your rest periods, for evil stalks the land — and they're searching for YOU.

SMOOTH TALKER

I didn't believe my ears the first time I heard **Smoothtalker** read out loud. Smoothtalker is an incredible software program that integrates real-time voice into a micro computer.

Its use of advanced logarithms eliminates the need for special sound synthesis chips, and there isn't a noticable slowdown in computer speed.

Imagine a natural sounding voice (you decide male or female) with pitch, volume, bass and treble control. Have it recite program listings, spreadsheet data, selected, or all parts of text — you name it. Hobbyists can incorporate speech into their own Basic programs as well.

Speaking of presentations, you're going to flip when you see what the Amiga can do when Electronic Arts pulls out the stops. **Deluxe Video** is the newest addition their line of incredibly graphic programs. DV really does create "desktop" videos, of a kind of quality that would have required a $50,000 system just a few years ago. Now you have a full-featured production studio for creating graphics and special effects that can be moved onto video tape (and don't forget it's compatible with Deluxe Paint).

DV includes 27 special effects like wipes, fades and dissolves as well as expansion/compression of images, and multiple frame animation.

You can even rotate the image along its axis. Of course you also have full control over colours, text, musical scores as well as digitised sound effects (a library of sounds and images is included).

Steve Cartwright of Activision does it again with **Hacker 2: The Doomsday Papers**. Here you have been recruited to penetrate a secret Russian installation — for the good of national security, of course.

Multiple view screens allow you to monitor your remote control robot as it weaves its way through the rooms and corridors. But watch out for security guards, automatic alarms and the dreaded Crushers.

Through patience and planning you'll be able to bypass the system while your robot secures top-secret information from the bowels of a hidden safe. Designed for the Amiga and Atari ST, **Hacker 2** features realism combined with a sense of urgency. No keyboard commands are used either (mouse-mouse-mouse).

If you're into destruction, then Epyx's **Movie Monster Game** will be right up your alley. This is a totally reworked version of their classic from "way back in the early '80s," and lets you become the famous monster of your choice.

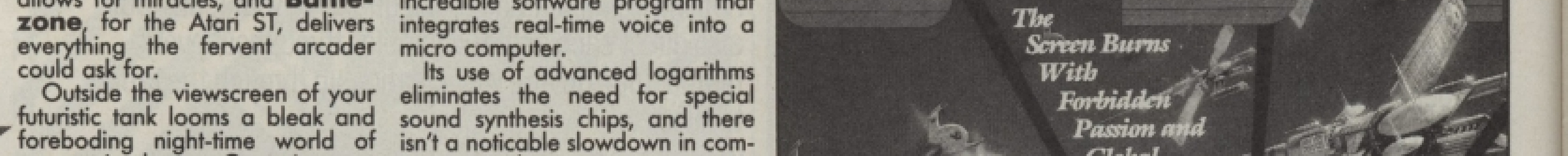
Pick a city and go to town (bad pun, but you know what I mean). Mayhem was never so much fun.

If you're more into quiet strategy, then you'll want to pick **Rogue** (violent but no sound effects). Wind your way through changing rooms and passages as you pick up treasures and fight off monsters. Thinking here is just as important as bashing heads. Windowing techniques ease game play so that you can concentrate on the essentials.

Leather Goddesses of Phobos is not your typical **In-**



● MINDSCAPE'S S.D.I.



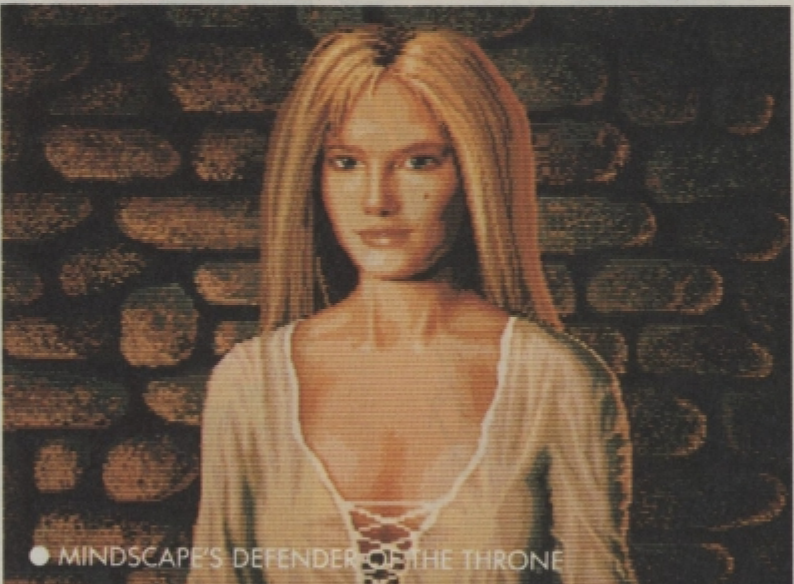
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AMERICA

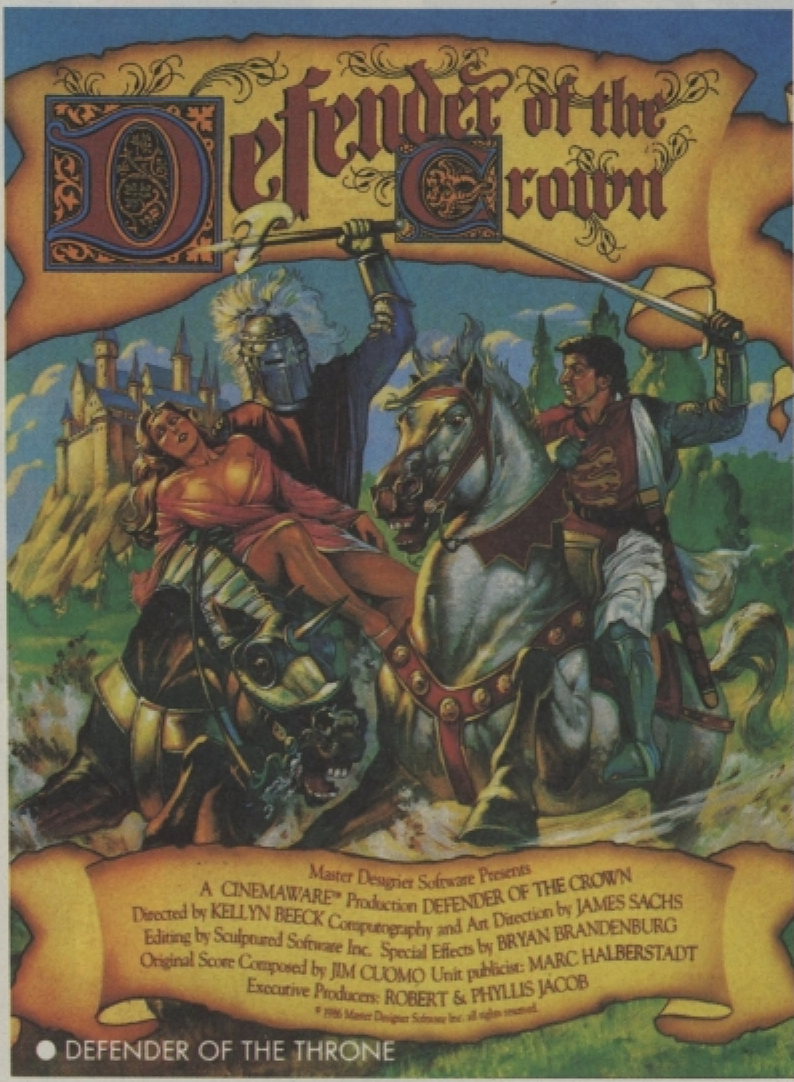
focom adventure text game. First, it comes with a scratch 'n' sniff card.

Secondly, it can be played in any of three "naughtiness" levels.

Modelled on the sexy, soap-operish pulp magazines of the 1930's, the game confronts you with the ultimate question. How to avoid being seduced by voluptuous Leather Sex Goddesses. Obviously tongue-in-cheek (at least to start), this is not the most serious bit of interactive prose ever written. But it sure is a heck of a lot of fun.



● MINDSCAPE'S DEFENDER OF THE THRONE



● DEFENDER OF THE THRONE

SOUND-WAVE 8

Music lovers will take to **Soundwave 8** for the Atari ST. This a professional eight-track music sequencer that interfaces between the computer and any synthesiser with a MIDI (Musical Instrument Digital Interface) port.

Notes are transmitted and stored by the computer as you play on the synthesiser keyboard. It's like having an expensive music studio that includes all types of editing control, filters and multitracking. A single track version is also available for those wanting to ease into using all the functions.

Commodore has found out what most of us knew a long time ago — the C64 is a great machine. Now it has been reworked and renewed as the **Commodore 64C**. A critical look will show that the power supply has been improved, and that the interior of the machine has been realigned for greater durability. Cosmetically, it now resembles its new brother the 128. Of course it also runs all of the library of 64 programs.

GEOS is included, and this new software package is hot. It stands for Graphic Environment Operating System, and it creates a desktop design on a 64 or 128 machine. It also provides a notepad, alarm clock, calendar and calculator as desk accessories.

All of the DOS functions are now simplified as ICONS. Using a mouse or joystick, files can be viewed, copied or executed. A built in read/write fast loader speeds up the 1541 disk drive as well. Also included is GeoWrite for word processing, and GeoPrint for art. GEOS can also be purchased separately.

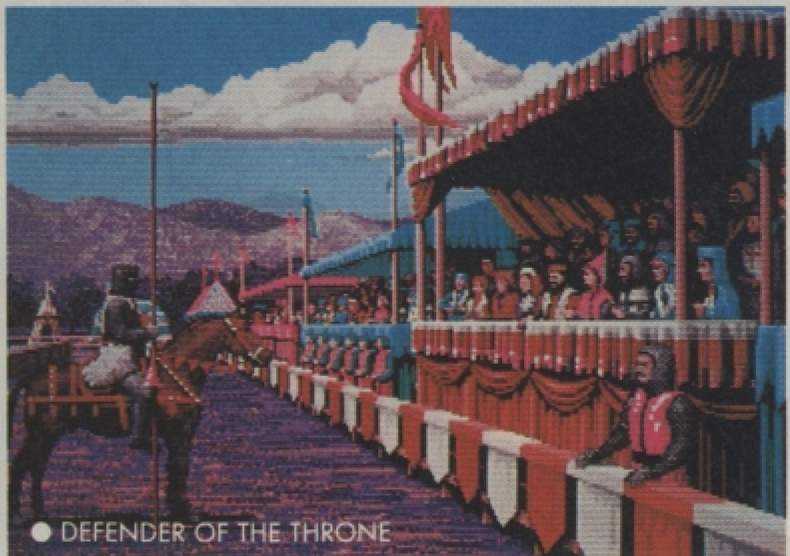
ELLERY QUEEN

To paraphrase Monty Python "Now for something completely different from **Spinnaker**." Become a detective and solve the heinous murders in Agatha Christie's **Behind the Screen** and **Ellery Queen's Operation: Murder**. Clues must be located, situations investigated and witnesses checked.

But there's no computer. Instead, you watch a broadcast-quality 30 minute murder drama on video tape. Secret clues are periodically revealed, deciphered only with the special red and blue glasses provided.

Keep track of what's going on before committing yourself in making an accusation. One to eight players may participate, and there is a different murder to uncover each time you play.

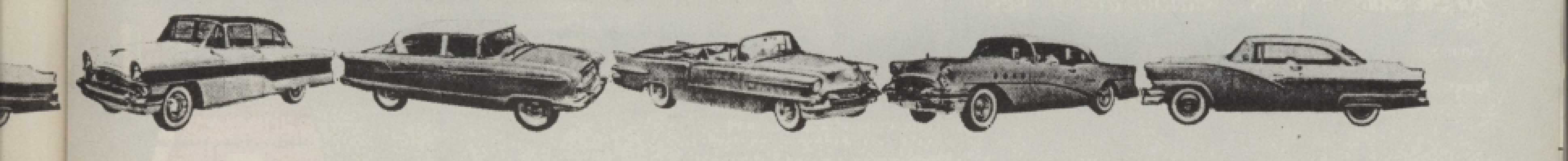
Mindscape's new line of **Cinemaware** programs are specially developed to take advantage of the power of the new 16 bit machines. Titles such as **Sinbad and the Throne of the Falcons, Star Rush** and **King of Chicago** force you to become part of the action, as they are played in "real time."



● DEFENDER OF THE THRONE

Graphically advanced, these interactive games feature pans, tilts, closeups; even 360 degree, three-dimensional turns.

Multiple windows allow fight scenes and adventurous situations to be viewed from a variety of perspectives (although I doubt you'd want to see the Black Knight's lance coming at your head from even ONE point of view). Animation is sharp and quite fluid, with all commands activated by the mouse.




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Merlin Software Exchange Club. Membership free. Any Micro. Send name and address and Tel. Number to us and we will put you on our files. You can swap or sell your unwanted software through us, or find what you are looking for by sending an s.a.e to:— Merlin Club, 1 Merlin Close, Hainault, Ilford, Essex IG6 3XL. It's Wizard! or to sell or swap Tel:— 01 501 3616.

Amstrad CPC464 elderly games enthusiast (26) wants to swap information, ideas and software. Australia or overseas. Disc or Tape. Please send list to: Peter Scherr, 11 Flew Street, Whyalla 5608, South Australia.

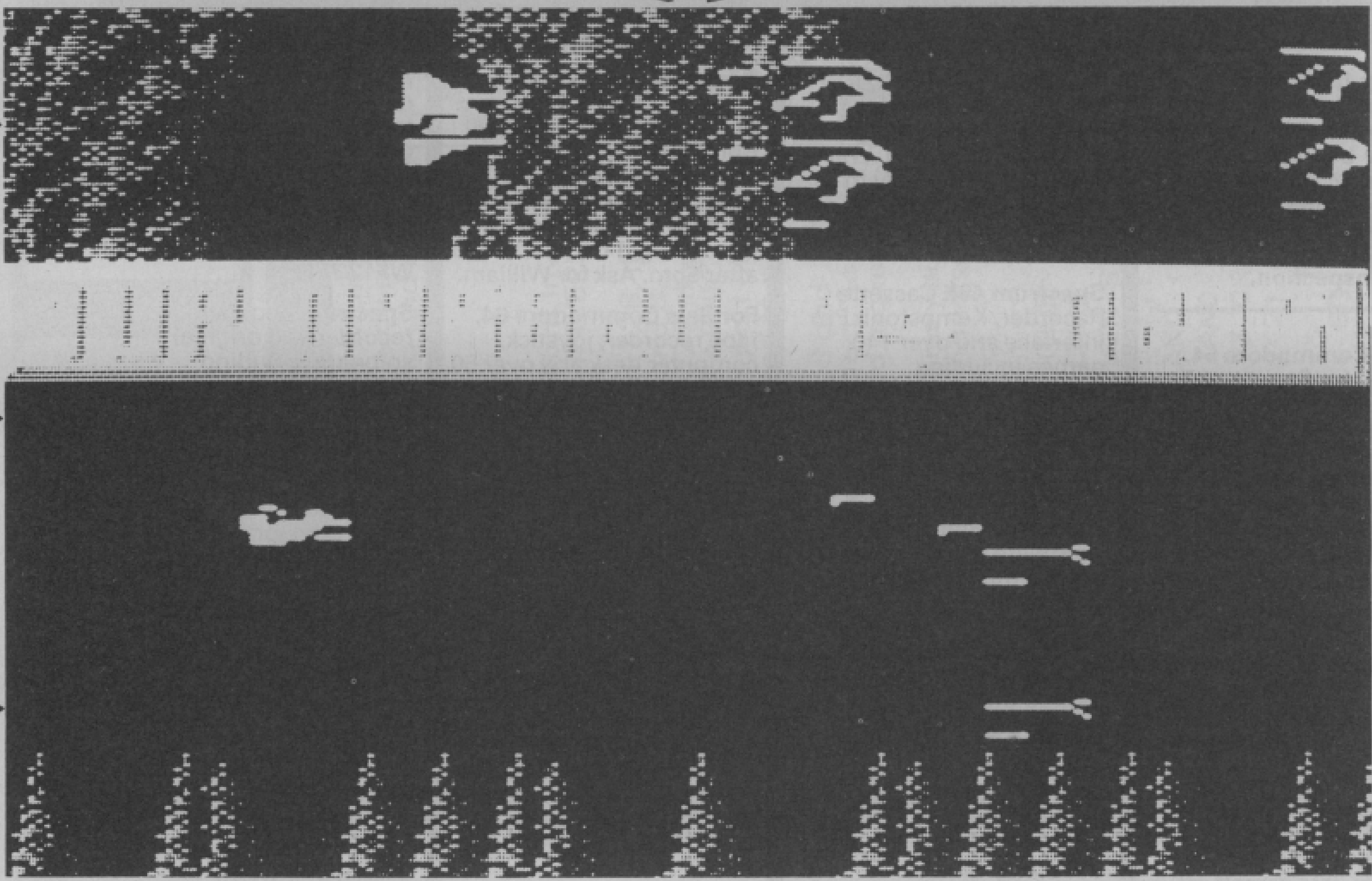
Commodore 64 Software for sale. Many titles including Off the hook, Skyfox, Starship Andromeda, Revs, Kennedy Approach, Summer Games one and two, Plus many more. The lot for £100 or will split, Send SAE for full list. Also fully computerised Scalextric with loads of track and 11 cars for sale at £60. Call round or write to: Darren Joynson, 34 Windsor Road, Wrenthorpe, Wakefield, West Yorkshire. Bargains too good to be missed.

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COMPETITION C+VG



Invasion Alert . . . Invasion Alert . . . Invasion Alert . . .

The world is facing an onslaught from space launched by the Galactic Empire who fear man's potential to dominate space.

Faced with this peril from deep space, the world's super powers unite and launch Operation Damacles.

As a defence against the alien attackers they build up the Sanxion fighter, an advanced atmosphere craft to do battle with the alien invaders.

That's the theme of *Sanxion*, the first game from the new software house, Thalamus. It's packed with enough zapping to test you joystick juggling powers to the utmost.

As a member of the Planetary defence corps. It's up to you to constantly patrol the planet zapping as many as many of the alien nasties as is humanly possible.

There are ten different waves spread over 483 screens of varied landscape, at the end of each wave the player has to contend with one of the ten different bonus screens.

Programmed by the previously unknown Stavros Fasoulas, *Sanxion* features a split screen display with some ultra slick graphics.

And thanks to Thalamus we've got 50 copies of the Commodore game to give away in our alien invaders competition.

All you have to do is correctly answer our questions which deal with invasions on earth. Send your answers together with the printed coupon to Sanxion Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date for entries is October 16 th, and the editor's decision is final.

Questions:

1) Who wrote The War of The Worlds, the famous story about a martian invasion of earth? Was it:

A) H.G. Wells
B) Jules Verne
C) Jackie Collins

2) In October 1938 a radio broadcast of The War of The Worlds caused panic in America because people thought it was really happening. Who starred in the radio broadcast:

A) Mae West
B) Orson Wells
C) Jimmy Cagney

3) In Day of the Triffids the alien invaders were:

A) Scottish
B) Plants
C) Little green men

4) What recent television series had lizard-like creatures who wore human skins. Was it:

A) Doctor Who
B) V
C) Coronation Street

C+VG/THALAMUS SANXION COMPETITION

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Spectrum and data recorder, spare keyboard, joystick and interface, cheetah specdrum, 33+ Mags, loads of software, inc Laser basic + Laser compiler worth £25, Starion, critical mass. Worth £450. Manuals inc. swap for Amstrad CPC 64K colour only. Tel (0705) 580169 after 4pm and ask for Damian.

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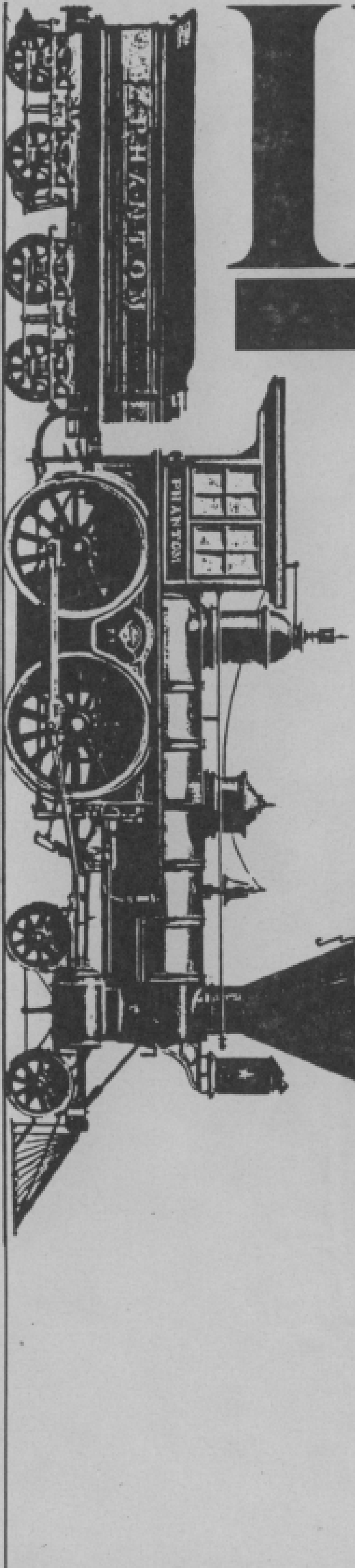
Disk, 10 5¼ D/D D/S for £9.50 inc P&P. Send to S. Richards, 14 Beech Grove, Acomb, York. Tel:— 0904 791067.

C64 penpals wanted. Swap software. Latest games Ping Pong, Arc, Pandora, Uridium etc, To:— N C Blow, 47 Oakwood Road, Bricket Wood, St Albans, Herts. ALZ 3PZ.

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Spectrum 48K, program data recorder, kempston interface + Joystick and magazines. Many games still boxed, excellent condition still under guarantee. All worth over £300. Quick sale, will sell for £99. Tel:— (0303) 79703 after 6pm and ask for Darren.

IRON ROAD



SPECTRUM

As soon as this project came up I knew you'd be just the city slicker to pull it off.

You see, it all started after a game of five card stud in the Crazy Horse saloon. I was just about leaving when Bill Mitchell, who owns the joint, hustled me into his office.

Now, I'd better explain something here. In this little old town of Finsville we've had the same Mayor for 30 years, and old Eli Jakes has made himself mighty popular in that time. But we were sorry to hear that he's going to retire in September this year. Well, Bill's made no secret of the fact he intends to run for office, and he had a campaign idea he wanted to sound me out on.

This town suffers a little because it's a few miles the wrong side of nowhere, and the railroad company won't extend the line beyond Start City, nearly a hundred miles west of here, on account of they think it'd take too long to pay for itself.

"We know they're wrong, don't we?" said Bill. "They haven't reckoned on the six or seven towns between here and Start. There's mining there and if some of those places were connected up, a railroad could easily make a profit."

Anyway, the most important thing he had to say was that he'd got the railroad company to agree to adopt a track and run it for him if he could raise the initial finance and get a contractor to build it and start it running.

And, of course, if he could get this done by the elections in September, he'd be sure of election to office. Everyone in town wants a railroad. Of course, the track must be completed in time, and Bill's rivals will try to stop it being done.

So you get a budget and we want you to build us a railroad! Remember you need at least one engine for tracklaying and one each for every town the railroad is serving.

THE LISTING

When you see a £ sign it means Inverse space. To obtain this type 8 in INVERSE GRAPHICS mode.

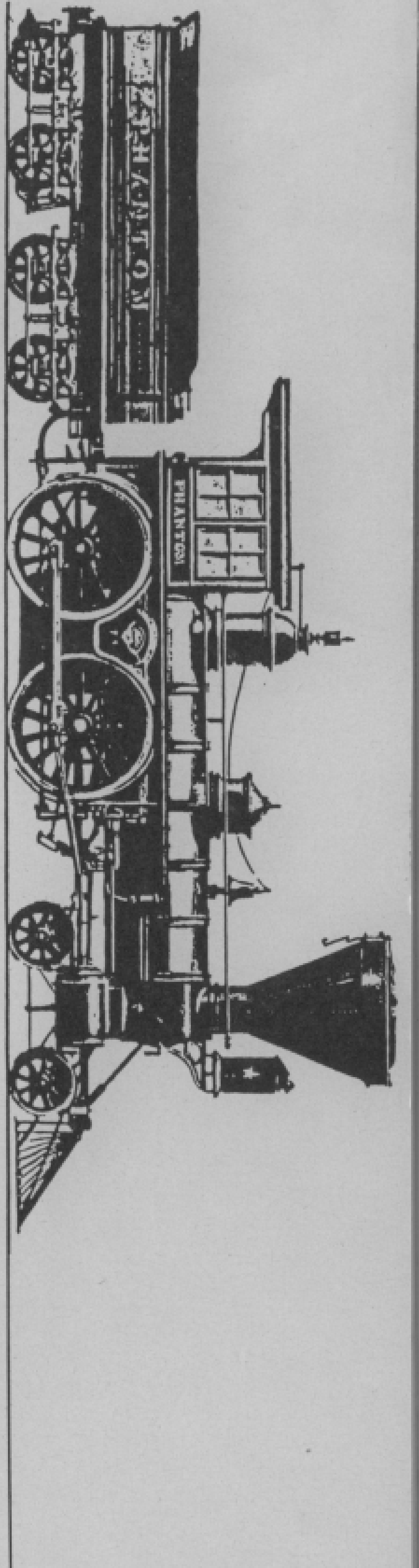
If you run this program on a 128, the cursor keys to use are 5, 6, 7 and 8.

Between lines 9010 and 9029, the letters are to be entered in GRAPHIC mode. All the machine code is part of the Basic, so nothing else is required to run the game.

This listing has been checked and rechecked so it should be perfect. So if you do have a problem you should make sure you have entered correctly.

If you are still having problems you can telephone C+VG and we'll try and sort it out for you.

```
  10 DEF FN p(m$)=USR (USR "a"-1
36): DEF FN J$(X,Y$)=(CHR$ 17+CH
R$ 7+CHR$ 23+CHR$ (32-LEN STR$ X
-LEN Y$)+CHR$ 0+Y$+STR$ X): DEF
FN D$(X)=STR$ X+("st" AND (x=1 O
R x=21 OR x=31))+("nd" AND (x=2
OR x=22))+("rd" AND (x=3 OR x=23
))+("th" AND x>3 AND (x<21 OR x>
23) AND x<31)
  20 CLEAR USR "a"-137: GO TO 80
00
  30 FOR n=1 TO 13: IF t>t(n) TH
EN  NEXT n: STOP
```

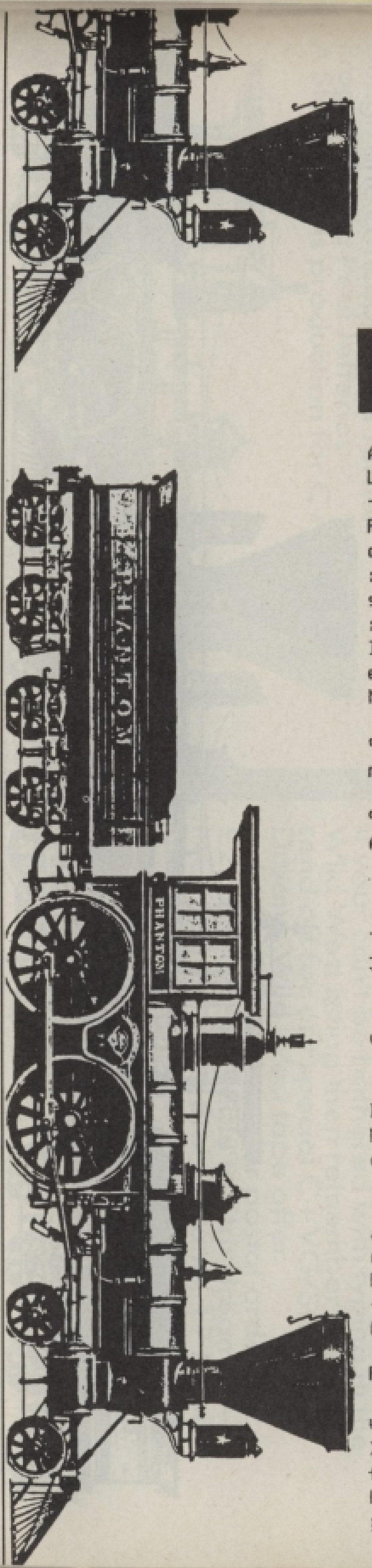



FIST II


COMPUTER
+VIDEO
GAMES



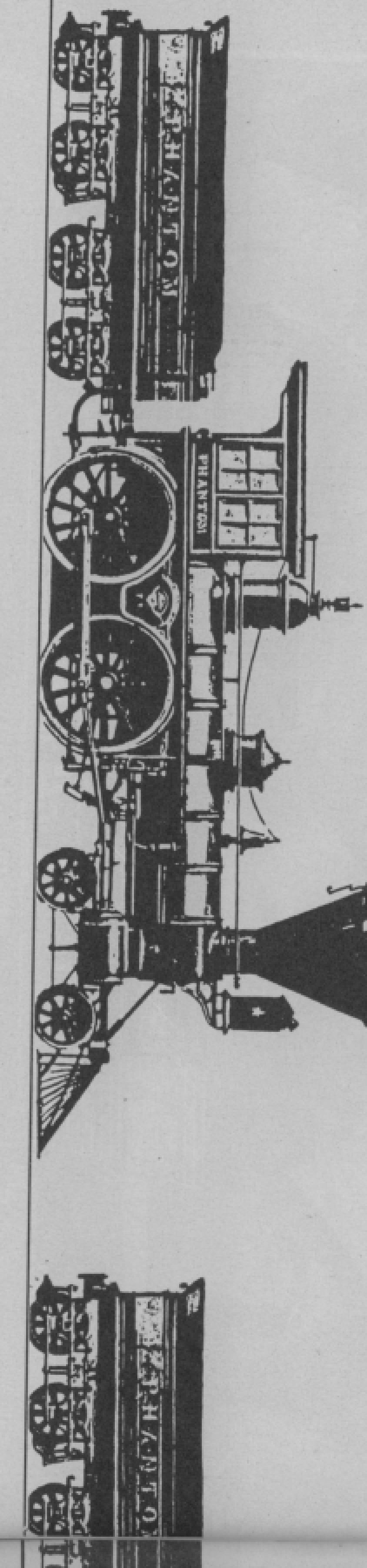
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IRON ROAD

```
 40 PAPER 7: PRINT AT 12,15;"ST
ATUS",AT 13,15;"Date: ";TAB (26-
LEN STR$ (t-t(n-1)));FN d$(t-t(n
-1));" ";t$(n);AT 14,15;"Cash:";
FN J$(c,"$");AT 15,15;"Miles Lai
d:";FN J$(m,"");AT 16,15;"Income
:";FN J$(i,"$");AT 17,15;"Worker
s:";FN J$(w,"");AT 18,15;"Guards
:";FN J$(g,"");AT 19,15;"Materia
ls:";FN J$(r,"");AT 20,15;"Engin
es:";FN j$(e,""): PAPER 5: RETUR
N
 50 PRINT AT 12,0;: FOR n=1 TO
9: PRINT  PAPER 4;TAB 15': NEXT
n: PRINT AT 12,0;: RETURN
 55 PRINT AT 12,0;: FOR n=1 TO
9: PRINT TAB 15': NEXT n: PRINT
AT 12,0;: RETURN
 60 IF c+v*i-v*w*5-v*g*4<0 THEN
 LET v=0: LET c=0: RETURN
 70 LET c=c+v*i-v*w*5-v*g*4: LE
T t=t+v: IF t>=274 THEN  GO SUB
30: GO TO 2050
 75 RETURN
 80 LET i=i(town+2): IF e-1<=to
wn THEN  LET i=i(e+1)
 90 RETURN
 100 IF town AND e>1 AND INT (RN
D*(50+g))<3 THEN  GO SUB 50: PRI
NT  PAPER 4;AT 12,0;"Tombstone T
ex"'"has attacked"'"one of your"
'"trains and made"'"off with the
"'"wages!": RANDOMIZE USR (USR "
a"-81): FOR n=1 TO 50: NEXT n: R
ANDOMIZE USR (USR "a"-81): RANDO
MIZE USR (USR "a"-81): LET c=c-g
*4-w*5: GO SUB 30: FOR n=1 TO 15
0: NEXT n: GO TO 50
 110 IF NOT w OR NOT in OR INT (
RND*(10+g-in))>2 THEN  GO TO 140
 120 GO SUB 50: LET a=INT (RND*(
w/10)+1): LET b=INT (RND*(g/5)+1
): PRINT  PAPER 4;AT 12,0;"One o
f your"'"trains has been"'"attac
ked by"'"indians!"'a;" workers"
;: LET w=w-a: IF g THEN  PRINT
PAPER 4;" and"'b;" guards";: LET
 g=g-b
 130 PRINT  PAPER 4;" have"'"bee
n killed": RANDOMIZE USR (USR "a
"-54): FOR n=1 TO 50: NEXT n: RA
NDOMIZE USR (USR "a"-54): RANDOM
IZE USR (USR "a"-54): GO SUB 30:
 FOR n=1 TO 200: NEXT n: GO TO 5
0
 140 IF e AND INT (RND*(200+g))<
3 THEN  GO SUB 50: PRINT  PAPER
4;AT 12,0;"One of your"'"trains
has been"'"sabotaged by"'"your r
ivals!"''"The engine was"'"destr
oyed!": LET e=e-1: GO SUB 80: RA
NDOMIZE USR (USR "a"-30): GO SUB
 30: FOR n=1 TO 400: NEXT n: GO
TO 50
 150 RETURN
1000 IF r<1 THEN  PRINT AT 19,15
; OVER 1; FLASH 1; INK 2; PAPER
7,,: FOR N=1 TO 500: NEXT N: GO
TO 1500
1010 IF w<1 THEN  PRINT AT 17,15
; OVER 1; FLASH 1; INK 2; PAPER
7,,: FOR N=1 TO 500: NEXT N: GO
TO 1500
1020 IF e<1 AND m>0 THEN  PRINT
AT 20,15; OVER 1; FLASH 1; INK 2
; PAPER 7,,: FOR N=1 TO 500: NEX
T N: GO TO 1500
1030 PRINT  PAPER 4;AT 12,0;"PRE
SS DIRECTION";AT 14,7; INVERSE 1
;"N";AT 15,6;"W"; INVERSE 0;"+";
 INVERSE 1;"E";AT 16,7;"S"''"M";
 INVERSE 0;" for menu"'"  CURSOR
 KEYS"'"    TO SURVEY";
1040 LET k$=INKEY$: IF (k$>"8" O
R k$<"5") AND k$<>"N" AND k$<>"S
" AND k$<>"E" AND k$<>"W" AND k$
<>"M" THEN  GO TO 1040
1045 IF k$="M" THEN  GO TO 1500
1050 IF k$<"9" THEN  LET wx=wx+5
*(k$="8" AND wx<227)-5*(k$="5" A
ND wx>1): LET wy=wy+(k$="6" AND
wy<11)-(k$="7" AND wy>1): RANDOM
IZE FN p(m$(wy,wx)): GO TO 1040
1060 LET nd=(k$="E")+2*(k$="S")+
3*(k$="W")+4*(k$="N")
1070 IF ABS (nd-d)=2 THEN  GO TO
 1040
1080 LET nx=x+(d=1)-(d=3): LET n
y=y+(d=2)-(d=4)
1090 IF m$(ny,nx*5)=" " THEN  L
ET m$(ny,nx*5-2 TO nx*5+2)=CHR$
18+CHR$ 1+" "+CHR$ 18+CHR$ 0: R
ANDOMIZE FN p(m$(wy,wx)): GO SUB
 30: GO SUB 50: GO TO 2000
1100 IF nx+(nd=1)-(nd=3)>64 OR n
x+(nd=1)-(nd=3)<1 OR ny+(nd=2)-(
nd=4)>20 OR ny+(nd=2)-(nd=4)<1 T
HEN  GO TO 1040
1110 IF m$(ny,nx*5)=" " AND nd<
>d THEN  GO TO 1040
1120 IF m$(ny,nx*5)=" " OR (m$(
ny,nx*5)>" " AND m$(ny,nx*5)<"
") THEN  LET m$(ny,nx*5-4 TO nx
*5)=i$(20+d): LET v=3: GO TO 118
0
1130 IF m$(ny,nx*5-4 TO nx*5)=i$
(3) THEN  LET m$(ny,nx*5-4 TO nx
*5)=i$(25): LET v=10: GO TO 1180
1140 LET v=1: IF m$(ny,nx*5-4 TO
 nx*5)=i$(19) THEN  LET m$(ny,nx
*5-4 TO nx*5)=i$(26): LET town=t
own+1: GO SUB 80: GO TO 1180
1145 IF m$(ny,nx*5-4 TO nx*5)=i$
(26) THEN  GO TO 1180
1147 IF m$(ny,nx*5-4 TO nx*5)=i$
(2) THEN  LET in=in+1
1148 IF m$(ny,nx*5)=" " THEN  L
ET sw=sw+1: LET v=2
1150 LET m$(ny,nx*5-4 TO nx*5)=i
$(10+d+4*(SGN (nd-d-(SGN (nd-d)*
4*(ABS (nd-d)>2)))))
1180 LET x=nx: LET y=ny: LET d=n
d: LET m=m+1: LET r=r-1: LET v=I
NT (v*100/w+.99): GO SUB 60: IF
NOT v THEN  GO TO 2060
1190 LET wy=y-5: IF wy<1 THEN  L
ET wy=1
1200 IF wy>11 THEN  LET wy=11
```

IRON ROAD



```
1210 LET wx=5*(x-9)+1: IF wx<1 T
HEN  LET wx=1
1220 IF wx>231 THEN  LET wx=231
1230 RANDOMIZE FN p(m$(wy,wx))
1240 FOR N=1 TO 10: BEEP .1,-60:
 NEXT N
1250 GO SUB 30: GO SUB 100: GO T
O 1000
1500 GO SUB 30: GO SUB 50: BEEP
.5,2: PRINT  PAPER 4;AT 12,0;"OP
TIONS"' INVERSE 1;"A"; INVERSE 0
;" Lay Track"' INVERSE 1;"B"; IN
VERSE 0;" Send to Depot"' INVERS
E 1;"C"; INVERSE 0;" Sack Worker
s"' INVERSE 1;"D"; INVERSE 0;" S
ack Guards": IF m$(y,x*5)=" " O
R m$(y,x*5)=" " THEN  PRINT  PA
PER 4; INVERSE 1;"E"; INVERSE 0;
" Hire Workers"' INVERSE 1;"F";
INVERSE 0;" Hire Guards"
1515 PRINT  PAPER 4;AT 19,2;"CUR
SOR KEYS"'"    TO SURVEY";
1520 LET k$=INKEY$: IF k$<"5" OR
 (k$>"8" AND k$<"A") OR (k$>"D"
AND m$(y,x*5)<>" " AND m$(y,x*5
)<>" ") OR k$>"F" THEN  GO TO 1
520
1530 IF k$<"9" THEN  LET wx=wx+5
*(k$="8" AND wx<227)-5*(k$="5" A
ND wx>1): LET wy=wy+(k$="6" AND
wy<11)-(k$="7" AND wy>1): RANDOM
IZE FN p(m$(wy,wx)): GO TO 1520
1540 GO SUB 50: IF k$="A" THEN
BEEP .5,4: GO TO 1000
1550 IF k$="B" THEN  LET v=INT (
m/20+1): GO SUB 60: GO SUB 100:
GO SUB 1700: LET v=INT (m/20+1):
 GO SUB 60: GO SUB 100: GO TO 15
00
1570 IF k$="C" THEN  GO TO 1610
1580 IF k$="D" THEN  GO TO 1650
1590 IF k$="E" THEN  GO SUB 1800
: GO TO 1500
1600 IF k$="F" THEN  GO SUB 1820
: GO TO 1500
1610 LET A=0
1620 IF a>w OR w<1 THEN  PRINT A
T 17,15; OVER 1; INK 2; PAPER 7;
 FLASH 1,,: FOR N=1 TO 500: NEXT
N: GO TO 1500
```

```
 1840
1850 LET c=c-a*500: LET r=r+a: G
O TO 1700
1860 INPUT "How any engines do y
ou want to  purchase? ";a: IF a<
0 OR a*5000>c THEN  GO TO 1860
1870 LET c=c-a*5000: LET e=e+a:
GO SUB 80: GO TO 1700
1880 IF fi+1>town THEN  PRINT  P
APER 4;AT 12,0;"The Railway has"
'"not yet proved"'"its viability
!": FOR n=1 TO 300: NEXT n: GO S
UB 50: GO TO 1700
1885 LET fi=fi+1: LET a=INT (RND
*100+1): IF fi>3 OR a<=fi*25 THE
N  PRINT  PAPER 4;AT 12,0;"No fu
rther"'"finance is"'"available!"
: FOR n=1 TO 300: NEXT n: GO SUB
 50: GO TO 1700
1890 PRINT  PAPER 4;AT 12,0;;"A
further"'"$";a*500;" has been"'"
advanced!": LET c=c+a*500: GO SU
B 30: FOR n=1 TO 250: NEXT n: GO
 SUB 50: GO TO 1700
2000 PAPER 1: INK 7: GO SUB 55:
PRINT  FLASH 1;"CONGRATULATIONS"
; FLASH 0''"You have"'"completed
 the"'"line in just"'t-60;" days
.": PRINT AT 5,3; FLASH 1;"SCORE
: ";(274-t)*town*10+INT (c/100)+
500*(town=7)
2010 IF INKEY$<>"" THEN  GO TO 2
010
2015 PRINT AT 19,0;"Do you want"
'"another game?"
2020 LET k$=INKEY$: IF k$="Y" TH
EN  PAPER 5: INK 0: PRINT "Pleas
e Wait....": GO TO 9000
2030 IF k$="N" THEN  STOP
2040 GO TO 2020
2050 PAPER 2: INK 7: GO SUB 55:
PRINT  FLASH 1;"CONTRACT LOST!!"
; FLASH 0''"You have failed"'"to
 complete the"'"line on time.";A
T 5,4; FLASH 1;"SCORE: ";town*10
+INT (c/100): GO TO 2010
2060 PAPER 2: INK 7: GO SUB 55:
PRINT  FLASH 1;"YOUVE GONE BUST"
; FLASH 0''"You have"'"insuffici
ent"'"funds to pay"'"your worker
```

```
,6,16,0,151,17,6,16,0,156,17,6,1
6,0,157,17,6,16,0,158,17,6,16,0,
159,17,6,16,0,160,17,6,16,4,161,
17,0,16,6,148,17,0,16,6,149,17,0
,16,6,150,17,0,16,6,151,17,6,16,
0,162,17,6,16,4,160
9010 DATA "AAAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAA0AAAAAAAAAAAAAA
AAAAAAAAAAAA"
9011 DATA "A       AA          A
          B
      AAAA"
9012 DATA "A       AA      BB
          B
        AAA"
9013 DATA "A          A     BBBB
         BB       A
      AA"
9014 DATA "A               BBBBB
      BBBBB          AAA
           A"
9015 DATA "A      A        BBBBBB
BBBBBBBBBBBB              AAAA
           A"
9016 DATA "A      A        BBBB
    RRR                    AAA
A          A"
9017 DATA "C         A      B B
    RRRRR                    A
A          A"
9018 DATA "A          A      B
    RRRRRR
AAAAA      A"
9019 DATA "A          AA    BB
    RRRRRR                  AA
A  AAA     A"
9020 DATA "A              AA  BB
    RRRRRRR                AAA
     AAAA  A"
9021 DATA "A        BBBBBBB
    RRRRRR                  AA
      AA  A"
9022 DATA "A     BBBB
    £RRR              AA    A
      A   A"
9023 DATA "BBBBBB
    £££RR           AAA     A
     AA  AA"
9024 DATA "A
    £££££           AAA     A
```

```
N: GO TO 1500
```

```
ent"'"funds to pay"'"your worker
```

```
9024 DATA "A
 £££££                    AAA        A
```

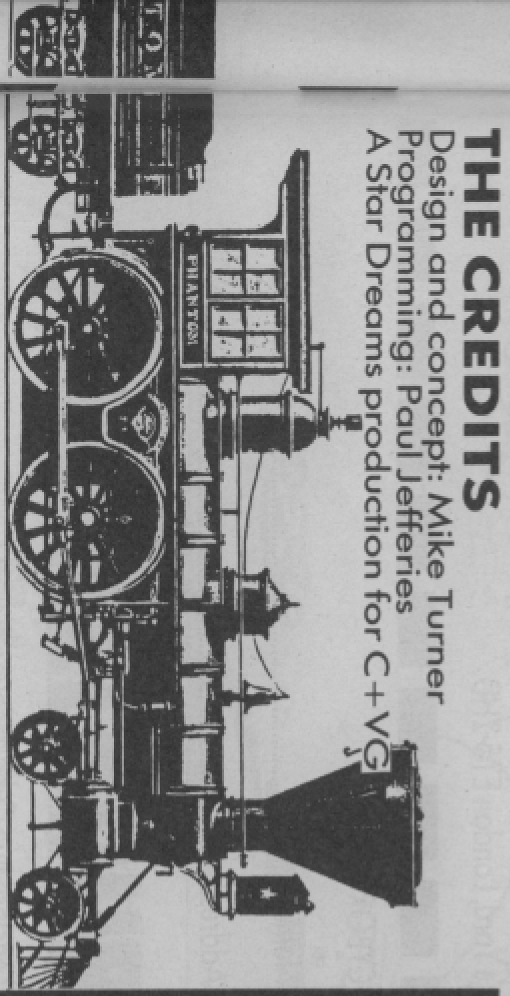
```
1630 INPUT "How many Workers do
you want to dismiss? ";a: IF a<0
 OR a>w THEN  GO TO 1620
1640 LET w=w-a: GO TO 1500
1650 LET A=0
1660 IF a>G OR G<1 THEN  PRINT A
T 18,15; OVER 1; INK 2; PAPER 7;
 FLASH 1,,: FOR N=1 TO 200: NEXT
 N: GO TO 1500
1670 INPUT "How many Guards do y
ou want to  dismiss? ";a: IF a<0
 OR a>g THEN  GO TO 1660
1680 LET g=g-a: GO TO 1500
1700 GO SUB 30: IF NOT v THEN  G
O TO 2060
1710 BEEP .5,3: PRINT  PAPER 4;A
T 12,0;"OPTIONS"' INVERSE 1;"A";
 INVERSE 0;" Buy Engine"' INVERS
E 1;"B"; INVERSE 0;" Materials"'
 INVERSE 1;"C"; INVERSE 0;" Fina
nce"' INVERSE 1;"D"; INVERSE 0;"
 Hire Workers"' INVERSE 1;"E"; I
NVERSE 0;" Hire Guards";AT 18,0;
 INVERSE 1;"R"; INVERSE 0;" Retu
rn to"'"  Railhead";
1720 IF INKEY$<>"" THEN  GO TO 1
720
1730 LET k$=INKEY$: IF k$<"5" OR
 (k$>"8" AND k$<"A") OR (k$>"E"
AND k$<>"R") THEN  GO TO 1730
1735 IF k$="R" THEN  RETURN
1740 IF k$<"9" THEN  LET wx=wx+5
*(k$="8" AND wx<227)-5*(k$="5" A
ND wx>1): LET wy=wy+(k$="6" AND
wy<11)-(k$="7" AND wy>1): RANDOM
IZE FN p(m$(wy,wx)): GO TO 1730
1745 GO SUB 50
1750 IF k$="A" THEN  GO TO 1860
1760 IF k$="B" THEN  GO TO 1840
1770 IF k$="C" THEN  GO TO 1880
1780 IF k$="D" THEN  GO SUB 1800
: GO TO 1700
1790 IF k$="E" THEN  GO SUB 1820
: GO TO 1700
1800 INPUT "How many Workers do
you want to hire? ";a: IF a<0 OR
 a>100 THEN  GO TO 1800
1810 LET w=w+a: RETURN
1820 INPUT "How many Guards do y
ou want to  hire? ";a: IF a<0 OR
 a>100 THEN  GO TO 1820
1830 LET g=g+a: RETURN
1840 INPUT "How many track secti
ons do you  wish to purchase? ";
a: IF a<0 OR a*500>c THEN  GO TO
```

```
s!";AT 5,4; FLASH 1;"SCORE: ";to
wn*10: GO TO 2010
8000 PAPER 8: INK 8: PRINT "Plea
se Wait....": RESTORE 8000: FOR
n=-136 TO 151: READ a: POKE USR
"a"+n,a: NEXT n
8001 DATA 62,2,205,1,22,42,11,92
,17,4,0,25,94,35,86,42,136,92,23
5,62,22,215,175,215,175,215,6,10
,197,6,90,126,215,35,16,251,1,23
0,0,9,62,13,215,193,16,238,237,8
3,136,92,237,75,118,92,201
8002 DATA 33,15,0,17,30,0,229,20
5,181,3,225,17,16,0,167,237,90,1
25,254,255,32,237,237,75,118,92,
201
8003 DATA 33,0,2,17,5,0,229,205,
181,3,225,17,16,0,167,237,82,32,
240,237,75,118,92,201
8004 DATA 6,20,197,33,0,3,17,1,0
,229,205,181,3,225,17,32,0,167,2
37,82,32,240,193,16,233,237,75,1
18,92,201
8010 DATA 0,8,40,52,84,82,138,13
7,0,68,187,0,0,68,187,0,60,102,2
23,231,251,219,102,60,60,66,223,
199,223,223,94,60,0,85,255,85,85
,255,85,0,36,126,36,126,36,126,3
6,126,0,170,255,170,170,255,170,
0,126,36,126,36,126,36,126,36
8020 DATA 126,36,254,84,84,248,8
0,0,36,125,39,125,37,31,5,0,0,10
,31,42,42,127,36,126,0,160,248,1
64,190,228,190,36,0,80,248,84,84
,254,36,126,36,190,228,190,164,2
48,160,0,126,36,127,42,42,31,10,
0,0,5,31,37,125,39,125,36,60,126
,199,239,239,239,110,60,0,0,0,84
,56,16,124,0
8030 DATA 0,0,24,36,90,189,189,1
89
9000 RESTORE 9000: PAPER 5: DIM
i$(26,5): DIM m$(20,320): FOR n=
1 TO 26: FOR o=1 TO 5: READ t: L
ET i$(n,o)=CHR$ t: NEXT o: NEXT
n: FOR n=1 TO 20: READ a$: FOR o
=1 TO LEN a$: LET m$(n,o*5-4 TO
o*5)=i$(CODE a$(o)-141+110*(a$(o
)=" ")): NEXT o: NEXT n
9001 DATA 17,6,16,0,32,17,7,16,0
,32,17,6,16,0,144,17,1,16,7,145,
17,6,16,4,146,17,6,16,2,147,17,6
,16,0,152,17,6,16,0,153,17,6,16,
0,154,17,6,16,0,155,17,6,16,0,14
8,17,6,16,0,149,17,6,16,0,150,17
```

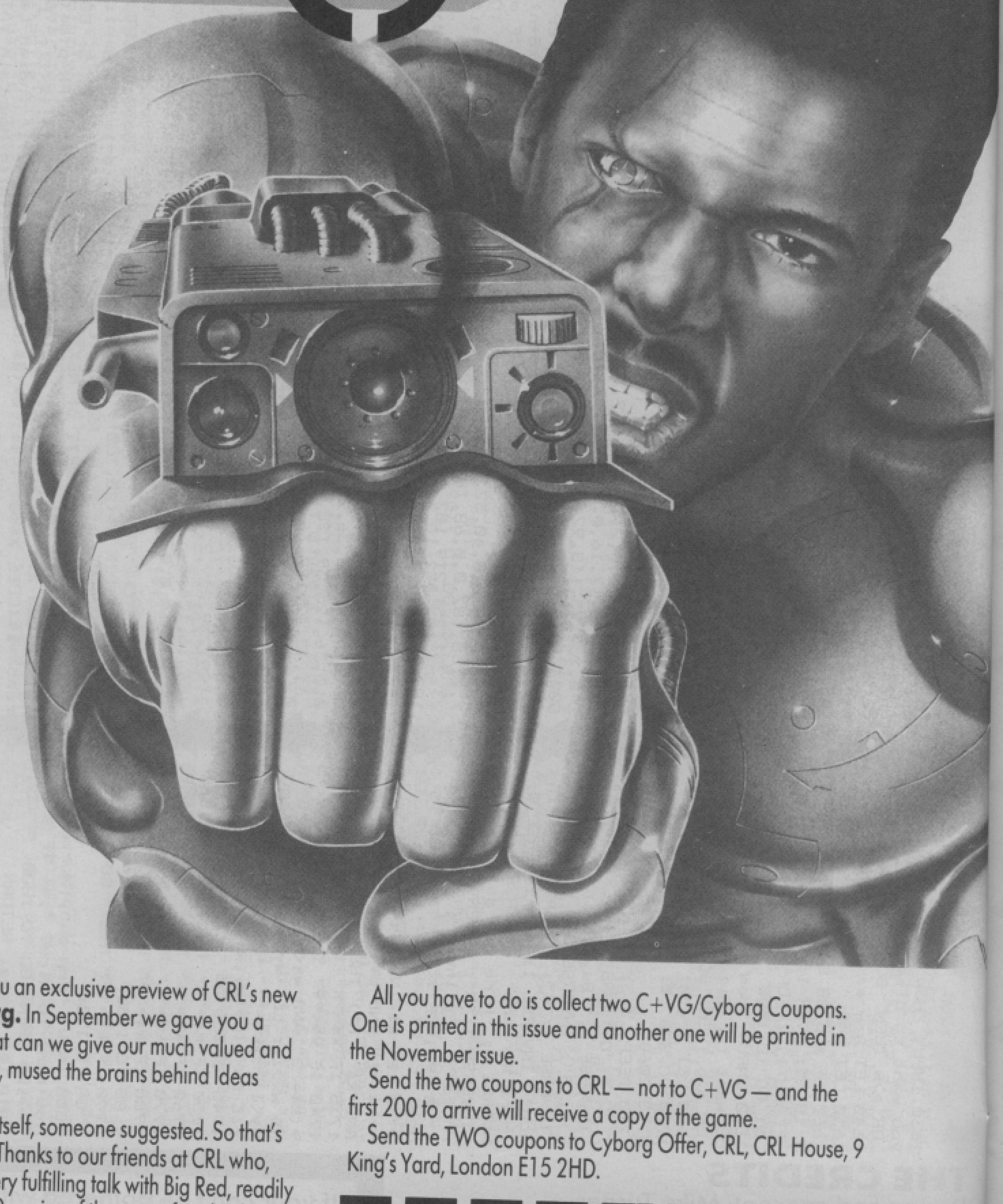
```
     AA AA"
9025 DATA "A           AA
  ££££££              AAA        A
     AAA AA"
9026 DATA "A           AA
  £££££££             AAA        A
    AAAA AA"
9027 DATA "A           AA
  ££££££              AA
A  AA    AA"
9028 DATA "A              A
 £££££                AA
 AAA  AAAAA"
9029 DATA "AAAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAADAAAAAA"
9400 LET fi=0: LET sw=0: LET in=
0: LET e=0: LET town=0: LET t=60
: LET c=75000: LET m=0: LET i=0:
 LET w=0: LET g=0: LET r=0
9410 FOR n=7 TO 55 STEP 8
9420 LET x=INT (RND*8+n)*5+1: LE
T y=INT (RND*18+2): IF m$(y,x TO
 x+4)=i$(2) OR m$(y,x TO x+4)=i$
(4) OR m$(y,x TO x+4)=i$(20) THE
N  GO TO 9420
9430 LET m$(y,x TO x+4)=i$(19):
NEXT n
9440 DIM i(12): FOR n=3 TO 12: R
EAD i(n): NEXT n
9450 DATA 100,300,600,1000,1500,
2100,2900,3700,4600,5600
9460 DIM t(13): DIM t$(13,3): FO
R n=1 TO 13: READ t(n),t$(n): NE
XT n
9470 DATA 0,"",31,"Jan",59,"Feb"
,90,"Mar",120,"Apr",151,"May",18
1,"Jun",212,"Jul",243,"Aug",273,
"Sep",304,"Oct",334,"Nov",365,"D
ec"
9490 POKE 23658,8: LET y=8: LET
x=1: LET d=1: LET wx=1: LET wy=3
9500 INK 0: PAPER 5: BORDER 5: C
LS : RANDOMIZE FN p(m$(wy,wx)):
PRINT AT 0,19;i$(1);" Praire";AT
 1,19;i$(2);" Indian Land";AT 2,
19;i$(3);" Mountain";AT 3,19;i$(
20);" Swamp";AT 4,19;i$(4);" Riv
er";AT 5,19;i$(19);" Town";AT 6,
19;i$(11);" Track";AT 7,19;i$(21
);" Bridge";AT 8,19;i$(25);" Tun
nel"
9600 GO TO 1500
```

THE CREDITS

Design and concept: Mike Turner
Programming: Paul Jefferies
A Star Dreams production for C+VG



● FREEBIE C+VG



In August we brought you an exclusive preview of CRL's new Commodore 64 **Cyborg.** In September we gave you a **Cyborg** poster. So what can we give our much valued and loyal readers in October, mused the brains behind Ideas Central?

How about the game itself, someone suggested. So that's what we're going to do. Thanks to our friends at CRL who, after a brief, frank, but very fulfilling talk with Big Red, readily agreed to give away 200 copies of the game for absolutely nothing!

All you have to do is collect two C+VG/Cyborg Coupons. One is printed in this issue and another one will be printed in the November issue.

Send the two coupons to CRL — not to C+VG — and the first 200 to arrive will receive a copy of the game.

Send the TWO coupons to Cyborg Offer, CRL, CRL House, 9 King's Yard, London E15 2HD.

CYBORG

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CYBORG

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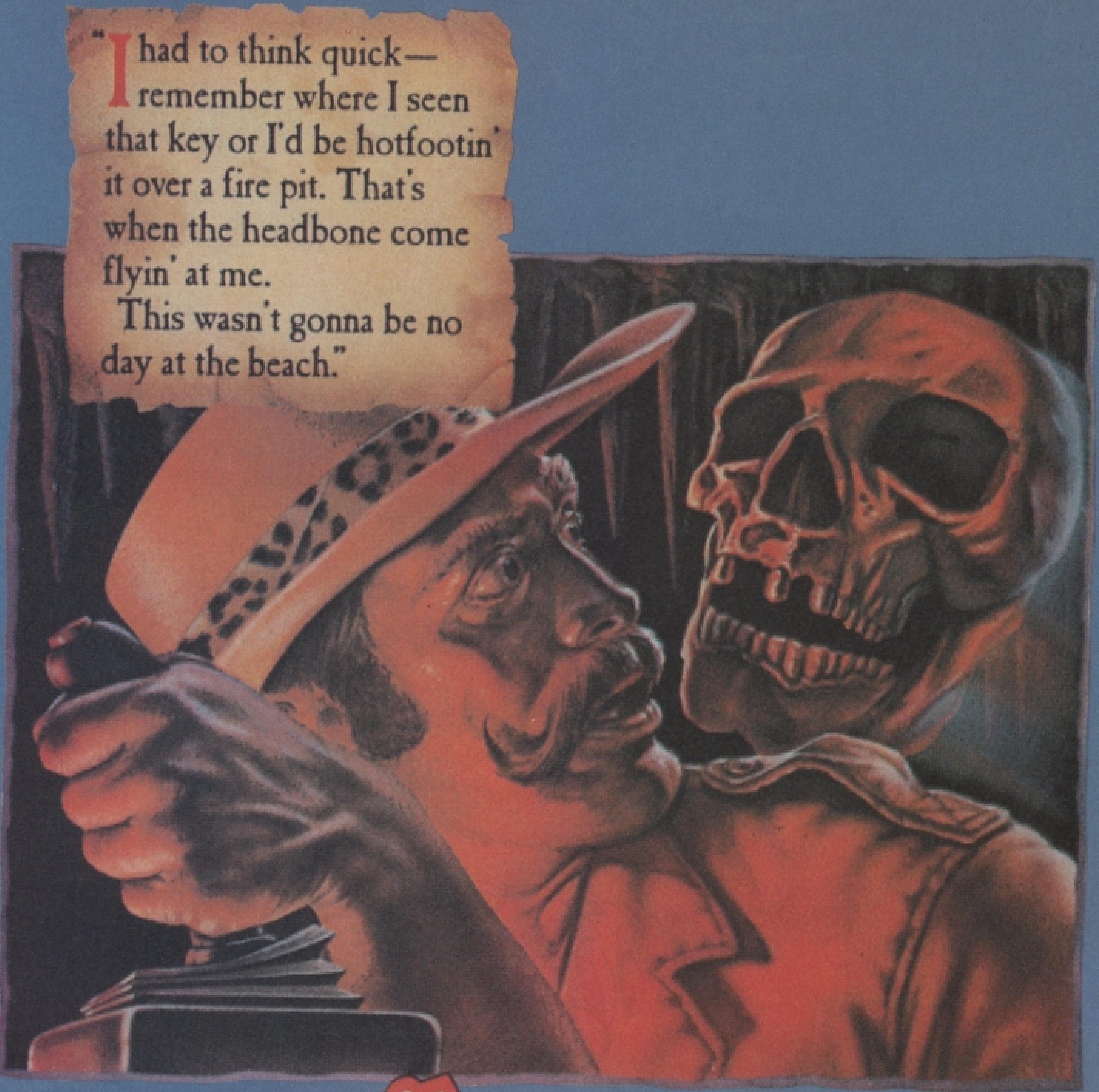
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Commodore 64 Atari 400/600/800/XL/XE

DATABYTE

An event NOT to be missed!

Atari Christmas Show

Royal Horticultural Hall Westminster, London SW1

Friday November 28 10am-6pm
Saturday November 29 10am-6pm
Sunday November 30 10am-4pm



The first ever Atari Show last spring was an outstanding success. From all over Britain Atari enthusiasts flocked to London to find out all they could about their favourite machine.

Soon the record-breaking Atari Show will be back – with three days devoted to the exciting developments in this expanding market. Make a note in your diary NOW to make sure you don't miss this great Christmas extravaganza!

- ★ All the latest software from publishers in both the UK and USA
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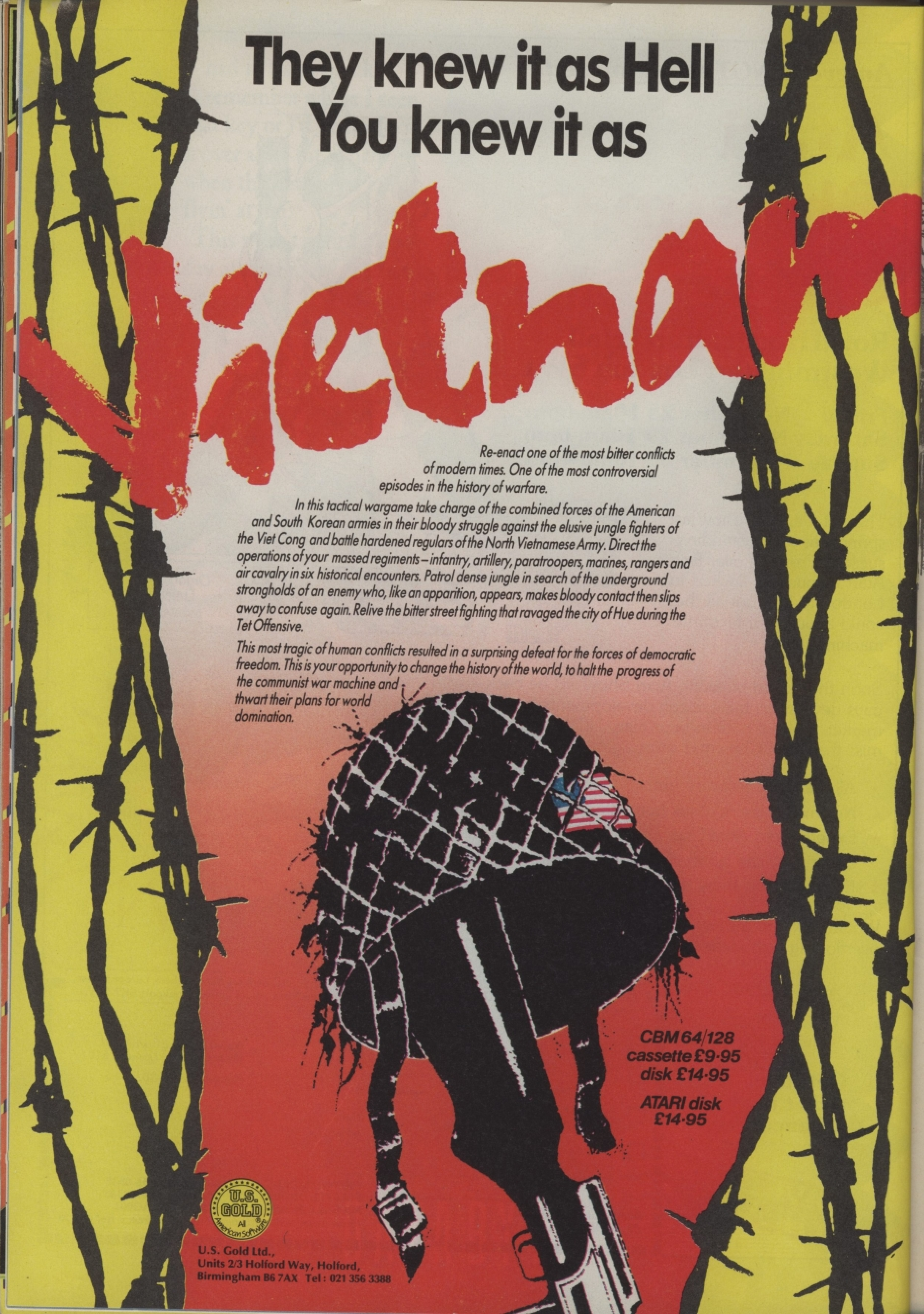
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C+VG ADVENTURE NEWS

"Adventure players are the best computer users — kind, friendly, and always helpful!" That was a quote printed in the Adventure column in March 1984, and was taken from a letter from reader Simon Marsh. Simon later became a member of the Helpline team for some 18 months. Things haven't changed, and ever since reading that letter, I am frequently reminded how true it is! The annual "get-together" at the PCW Show is always a very friendly affair. When the crowd grows, adventurers who have solved a game another player is asking about, will often step in and take over, so that we, on the stand, can get on with helping the next in the queue! And the writers of adventures are just as friendly and helpful, too. Anita Sinclair from Magnetic Scrolls, drove Brian Moriarty from Infocom, down to Weston-Super-Mare to spend a day with the Austins of Level 9 recently! I was reminded of the friendly nature of adventurers by someone — who shall be nameless! — from Rainbird Software. "The trouble with Anita is, she's so nice, and too friendly!" complained the Person. "But how can you criticise her for that?" I asked in amazement. "Well, she tells everyone how good Infocom are!"

● You must have read the C+VG mailbag in the July issue, and seen that poor attempt at literacy by Matt Dougherty. Obviously he has made an attempt at some extremely difficult adventure (such as *Adventureland*!), failed miserably, and feels the need to vent his frustration on the nearest target, i.e. YOU!

Or maybe he is an arcade freak who has lost his mind trying to commit genocide of the thingies from outer-somewhere, and who doesn't dare to try an adventure because it actually requires thinking!

Either way, he should be put in a nursing home somewhere, with all the other poor, blind, fools, where he can be looked after properly.

Anyway, you still have the support of all us loyal adventurers out here (you knew that anyway, didn't you?) and if they try to cut down on your page space, we will all kick up such a stink, that the walls of power (Ed's office, not Whitehall) will shake!

Philip Hancock,
East Ham

Keith's reply: Thanks for saying it, Philip! Hear that, Ed?

● We write to you courtesy of the clinical staff of the *Asylum.*

The great shrink William F. Denman had mercy on us, seeing our pitiful state after the latest electroshock session, and placed into our hands a torn, coffee stained copy of a computer mag, your very own C+VG.

Needless to say that you are our last hope! The problem is this. We cannot find the magnet!!! There is, of course, the telephone, but as we are academics we cannot handle this device, and with neither of us playing Boogie, the "Look Up" sign doesn't seem to help a lot.

Therefore we suggest the following deal: If you can get us a clean magnet, we shall endeavour to risk our own escape and send you a complete map of *Asylum's* meanders with all connections, revolving doors, etc., by fixing it to the rocket belt, and firing it through the hole in the ceiling. Deal?

Andreas Gudat and Matthias Wolpers,
Braunschweig,
West Germany.

Keith's reply: An attractive proposition, but the magnet and I are poles apart! Any dealers around?

● I am at the moment recouperating from an operation. A month ago, to help ease the boredom of my enforced idleness, my wife bought home a second-hand Spectrum, and literally hundreds of books, magazines, and tapes.

From having absolutely no interest whatsoever in computers, I am now totally absorbed in them.

Amongst the books was your very interesting *Book of Adventure.* I haven't yet managed to get your listing working, simply because I can't decipher some of the printing. Does the listing work, or are there any amendments?

Two tapes I have are *The Quill* and *Illustrator.* There are no instructions with them. I can understand a couple of sections in the *Quill*, but the rest is a complete puzzle.

T. Haslam,
Brampton,
Chesterfield.

Keith's reply: The Spectrum listing should work, although the TRS-80 Microsoft listing is the definitive one. If it won't run properly, here is your ideal chance for some de-bugging — all the logic can be found in the book! As the *The Quill*, I wouldn't advocate attempting to use it without the manual. It makes writing an adventure easier, but it is still a complicated business! You could attempt writing to the software company for a replacement set.

● **Robico Software** announce the final part of the Rick Hanson trilogy — **Myorem.** Another mind-bending plot is promised, with a surprise ending in store for those who complete it.

And there is an extra incentive to complete this one, for it is linked to a competition. To enter, it will be necessary to finish the game, and return a completed form to Robico, by a yet-to-be-announced date. A prize of £100 will go to the winner.

Although it won't be necessary to have played the forerunners, **Rick Hanson (Assassin)** and **Project Thesius**, it will be an advantage to have done so.

● **Robico's** range of adventures, hitherto only available for the BBC and Electron micros, are to be converted for Atari XL/XE machines. The conversions will be carried out by **Nick Gregory**, using his **Slave** adventure writer, which hs been enhanced to Robico's specifications especially for the job. **The Slave Adventure Creator** was reviewed by Steve Donoghue in C+VG August 1986, personal rating: 9

Initially, four games are lined up for conversion, and are listed below with their C+VG review dates and Personal Ratings: **Island of Xaan,** June 85, Rating (KC): 9 **Rick Hanson,** August 85, Rating (KC): 6 **Project Thesius,** June 86, Rating (JD): 10 **Enthar Seven,** October 86, Rating (JD): 10

All these will be available on disk only. **Enthar Seven,** a much bigger game on disk only in its original BBC format will be priced at £17.95. The rest will cost £14.95.

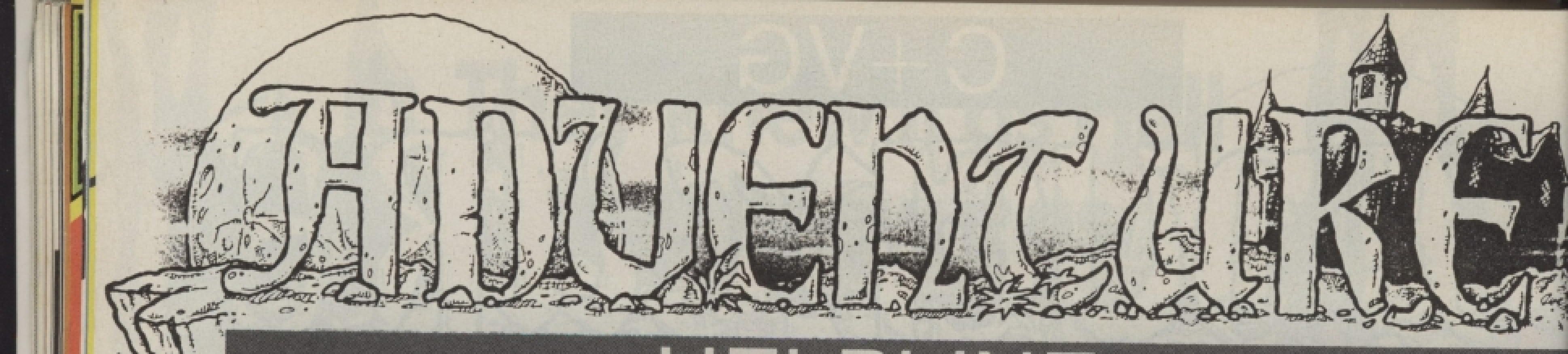
● BBC's **Ceefax** has recently launched a new section aimed at micro users, called NEXT. Help with adventures is available, under the title **Adventure SOS,** and is written by Richard Hewson. SOS implies swift help in an emergency. But if you are an adventure fan who can access Ceefax, don't get too excited. The pages are only updated once every three weeks, on a Friday. NEXT starts on Ceefax page 266.

● **Hulk**, the first of the **Marvel Comic Questprobe** series by **Scott Adams**, is being re-released on the **Americana** label, at £2.99. As well as Spectrum, Amstrad, and C64 versions, with instant graphics, there will be text-only version for the C16. Hulk was revied in C+VG's May 1984 issue.

● **Valhalla,** hailed a couple of years ago as the first animated graphic adventure, is re-released as a **Bug Byte** title, at £2.99. Text input and output is accompanied by a 'stage' on which the characters walk around doing their own thing. Not a bad buy, if you've got the patience of a saint, and thirve on bugs. Reviewed Feb 1984. Meanwhile, Bug Byte has produced a Spectrum and C-64 version of the more recent **Souls of Darkon.** Originally for the Amstrad, this was reviewed in Feb 1986 (KC Personal Rating 6).

● **Incentive's Graphic Adventure Creator** is now available for the Commodore 64. Originally released on the Amstrad, at the beginning of the year, the C64 version closely follows on the heels of the Spectrum version. Disk GAC will cost you £27.75, whilst the tape goes for £22.95. The finished adventure will run independently of the GAC. Both versions are able to save data files, and finished adventure, to both tape and disk.

● **Time Of The End**, originally a Quilled Spectrum adventure, (reviewed April 86, KC Rating 7) makes a re-appearance as a Quilled C64 Adventure, at the same price of £2.95. Two sequels are planned — **The Ministery Of Alience Affairs**, and **The Bottomless Pit.** These will come together on the same cassette. **Mandarin Adventures,** who produce this series, will also be publishing a free newsletter entitled *Mandarin Muse*.



HELPLINE

PATIENT PLEAS

First, let me introduce someone who has a special relationship with his micro. **Paul Exley's** computer finds him extremely attractive. "It must do," says Paul, "I turn it on every day!" Paul is currently having problems with reality, and would like to know: "If all else is imaginary, what is real?" This is a conundrum he faces in **Ultima IV.**

Stuart McLean is playing **City of El Dollah**, and cannot get the ruby out of its room. Anyone who knows about, or who has even HEARD of the game, is welcome to write!

A rap for **Zzap 64** comes from **Stuart Troy**, of Sydney, Australia. Three weeks has passed since he wrote to the Wiz with a problem on **Wizardry.** "As you would have guessed, no reply! I think that is really slack! If you take the time to write to them, they should at least print it!"

To be fair to **Zzap**, (and I don't see why I should!) they have hardly had time to get your problem into print yet! This takes around six weeks, depending on when your letter arrives during the monthly production cycle. But do bear in mind, no magazine can be expected to print everything it receives.

What Stuart wants to know, is how to proceed further than the 4th level of **Wizardry.** There are no doors he has not been through, he claims, and the creatures all return him to the first floor. He has two knock spells, and one skull to knock, but can find no use for a Sunburst. Can anyone out there help?

There seems to be a lot of Zzapers about this month! "Apologies are in store!" writes **Martin Rimmer**, of Southport. "I wrote two letters, one to you, and one to the White Wizard. But I (a wally) put the wrong addresses on the envelopes, so you got Zzap's, and they got yours!" Well, Martin, that just goes to show how reading Zzap can damage your brain! (Anyway, I trust the answers in my reply postcard were up to the quality of those you got from Zzap?

The political saga of **Denis** continues. "Ian Fleming needs to withdraw the money from the listening bank, and he'll have to dress neatly for his bank manager," writes **N. Thomson,** of Stevenage. "He will also need the magic word BUPA. Meanwhile, N.T. is stuck in the phone box, with no number to dial.

Ulrich Gutter, of Wildberg, Germany, is into **Telarium** adventures. In **Dragonworld**, he can't find the dragonscale, while he needs help with interrogating the witnesses, in **Perry Mason.** What budding young lawyer can come up with a few searching questions?

Nick Golus, of Joannina, Greece, can't get into the stage coach in **Wild West.**

Simon Hammond, of Bolton, is new to adventures, and was having trouble with the boulder in **The Pawn** (until we put him out of his misery!) I suspect **The Pawn** may be the introduction to adventures to many people who have started into computers with an Atari ST. Don't let being new to the game put you off, though, Simon.

The Atari ST seems set to become one of the more popular adventure computers! Two old hands at writing to the Helpline, have just turned up in the mailbag with one! **Reiner Wald**, of Bonn, has been playing **Borrowed Time**, and can't open the lock on the park gate. Meanwhile **William Hern**, of Aberdeen, is stuck in **Ultima 2.** Trying to find Father Antos, G forces crush William has he takes off for the planet where he believes him to be. Is he on the right track?

Steve and Lorraine Wright are wandering around in a castle in Plumstead, but all the doors are shut. How can you open them, they ask? All castle doors have been closed this month, it seems, for at the east of a long dusty passage in Tylon's castle, you might spy **Dave Collins** trying to get through the closed door. His castle is in **Kentilla**; Stuart and Lorraine are in **See Ka of Assiah.** There's a crowd gathering in this game, and they are all walking round trying to find open doors to go through! **Helen Goddard**, of Dagenham is the latest victim to become trapped!

"How do you sail the ship, and what do you do with a FROGBALL spell and pile of coal?" asks **Hildo Biersma**, of Breda in the Netherlands, who is playing **Causes of Chaos.**

AND NOW I'M OFF. . .

Well, that's it, the sixtieth Adventure column wrapped up. Soon the printer will be silent, the drives of the TRS-80 still, and the dust cover in position.

Then will be the time for bags to be packed. Before long, the computer room will be deserted, save for the silent screams of a million problems restlessly thrashing around magnetically on tapes and disks, condemned to the tortue of unsolved confinement.

No more postcards, no more problems, nothing in sight but the sky, as I head above the clouds, to sunshine and sand, on Portugal's Estoril coast. Miles from a hint of a computer or an adventure game to worry me! No adventurers are likely to be found there, now, are they?

Five years ago, when I was a lad, you could recognise an adventure when you saw one. Today, what with graphics, and sound, and animation, and joysticks, anything seems to be able to call itself an adventure. Embarrassing it can be too, when you're chatting away to a game, only to find it's not the type of game you thought it was! Still, that's liberation for you, I suppose. 'Back to Victorian values,' I say, "when a quick glance at a TELL ME WHAT TO DO told you where you stood."

So, I'm off, away from it all, to write my memoirs. And they will be revelation, believe me.

There will be some red faces around, I can tell you, when I reveal all about how the evil editor **Tim Metcalfe** chained me to a computer until I solved **Hulk.** The story of who the lovely **Lesly Walker** sent T-shirts I had promised to readers, back to her family Glasgow, to sell in the local market. How sub-editor **Seamus St John** bombarded me with soft brown lumps out of a can. And how **Craig Kennedy** regularly sabotaged my column by snipping out key sentences, and throwing them away.

So Nice-Guy Dep-Ed **Paul Boughton** thinks he will come out of this unscathed, eh? Ah ha! I know all about his feet.

Read all about Five Years of Adventuring (if Metcalfe dares to print it!) in the Fifth Birthday Issue of *C+VG* — the only magazine ever known to have traded an ampersand for a plus and survived!

ADVENTURE CHAT

Mandy Rodrigues is puzzled! She has been trying to light the lamp in **Sherlock**, so as to be able to continue her hunt for clues after dark. The response is always WHAT? "It didn't used to say that!" complains Mandy. "It used to work! My question is: Can a program develop a bug by itself, during play?" That is a rather tricky question, Mandy — in **Sherlock**, even the bugs have bugs!

Quite a number of readers ask how to get hold of back issues — particularly those with an adventure supplement, and an omnibus collection of clues. Back issues are not handled at Priory Court, and if you require any, you should write to: Computer + Video Games (subscription department) Competition House, Farmdon Road, Market Harborough, Leicestershire, enclosing the appropriate remittance.

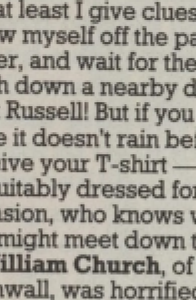
Oh dear! I wrote to the rather profuse **Russell Mills**, of Bodicote, suggesting he keep his letters a little shorter, as they were taking up too much space in my 'pending' tray! Russell was mortified: "Okay, okay, so I do write a few more letters than most! But at least I give clues! Maybe I'll throw myself off the path into the gutter, and wait for the rain to wash down a nearby drain!" Don't do it Russell! But if you must, let's hope it doesn't rain before you receive your T-shirt — you should be suitably dressed for the occasion, who knows who else you might meet down there?!

William Church, of Liskeard in Cornwall, was horrified at the prospect of needing a true 80 column screen to be able to play **Trinity** (see review, August issue.) Unfortunately, *C+VG's* Craig-the-Design's scissors slipped when he was laying out the page, and he chucked away the bit that said I found 80 columns on a 14-inch TV connected to an Atari STM, quite comfortable to read, I can't vouch for the C-128 on a TV, though, so ask for a demo before you buy!

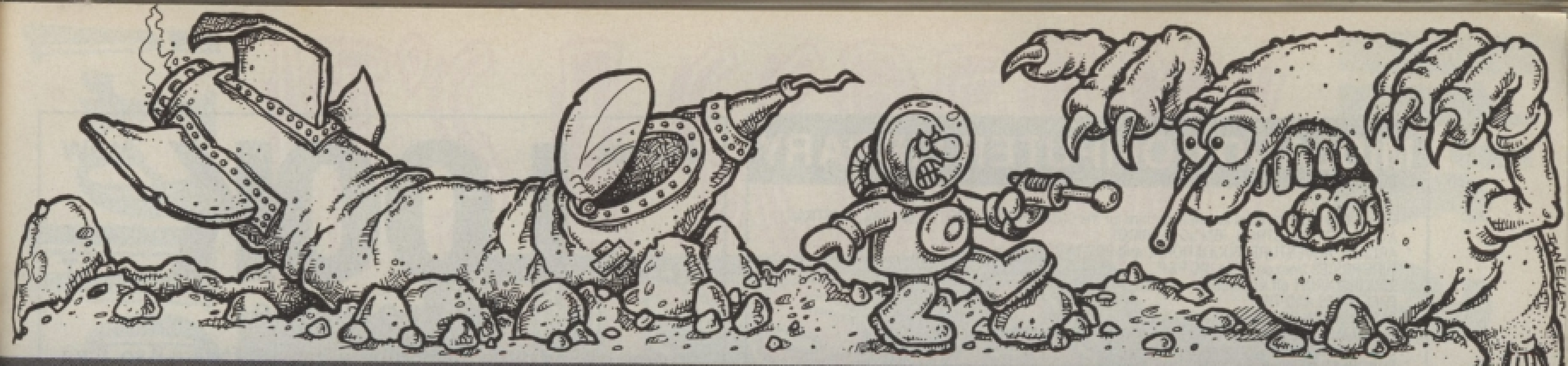
THE ITALIAN JOB

It arrived — the Helpline card written in Italian to **Andreoli**

T.O.K.E.N.



4



Marco, of Turin. (See last month's Helpline.)

Andreoli was indeed shocked, as I had forecast! "My mother put it on the table, and said: 'This must be another advertisement indeed — it was handwritten. Fifteen seconds later I was shouting like mad, making jumps like Zebedee! I thought that an Englishman who lives in England that writes to you in Italian, is out of this world!"

The bad news is, that Andreoli has just been called for military service in the Italian army, and will be away from his friends, his home, and his 64, for 12 months. But he will continue to buy *C+VG* for the year, to keep in touch with the world of Adventure.

NOT GOOD . . .

Malcolm Harden of Minster in Sheppey, wrote to have a good old moan about **Runestone**, the 'landscaping' adventure from **Firebird.** "This is totally runied for me by the final problem — reaching Kordomir's fortress," complains Malcolm.

"The author expects the adventurer to search the whole of the map for a tunnel in the rock. The winding tunnel takes over 20 moves, and a single wrong move will trap the adventurer with no idea how to go forward or back. This is a completely illogical problem, whose sole prupose is to frustrate the adventurer, and convince him there is more meat to the adventure than there really is. If you expose this in your column, possibly it will deter other programmers from including illogical problems in their games."

Exposed, Malcolm! Lets hope we have no more of these. Perhaps your comments will deter people from buying it too, if they don't like the sound of the problem.

Phil Symonds reckons he is jinxed! He has just bought **Hunchback.** He found it so bad, that he recorded over the game with some Beethoven. "There is no SAVE GAME facility, so you have to play parts 1,2,3, all the way through," complains Phil. (I won't mention the four-letter word he used to describe the game! Jim — you are obviously too kind, by far! Help came this month from: Hildo Biersma, Netherlands; Philip Hancock, East Ham; Christian Martensen, Copenhagen; Hugh Walker, Burphan; Dane Ward, Wantage; C. M. Wilson, Glenrothes; A. E. Dixon, Walsall; Paul Exley, Bury.

ADVENTURE CLUES

CAUSES OF CHAOS
A key problem is solved by telescoping the rope.

THE HELM
Shine the torch to avoid hypnotism.

SEABASE DELTA
Play the tape to slide the doors! Blow a bubble and everything will be eggshaped.

PRICE OF MAGIK
Look through the door, and control what's on the other side, to open it.

INVINCIBLE ISLAND
Placate the native with a gift, and ward off others with the skull and sword.

ZIM SALA BIM
Through the chimney and back for the key!

ASHKERON
Tell Toombe to make food.

COLDITZ
For a blunt instrument that requires sharpening, search the sewers.

SOULS OF DARKON
A crystal bar is the key. Once through, remember that confession is good for the soul.

LUCIFER'S REALM
A crystal bar is the key. Once through, remember that confession is good for the soul.

SEE KA OF ASSIAH
After the kill, pull the hook with the ankh on the end of the staff.

THE INSTITUTE
Look under the bed to find a mug. Attack the consellor, and drop the mug in the lockup, after listening. Have another look at the mug on your next visit!

HELPLINE TOP TEN

Here are the Helpline ratings — based on the number of times mentioned in the Helpline mail over the past month. They represent the top ten games currently being talked about by *C+VG* Adventurers.

1. See Ka of Assiah; Mastertronic
2. Seabase Delta; Firebird
3. Kentilla; Mastertronic
4. Price of Magik; Level 9
5. Hulk; Adventure Soft/Americans
6. Lord of the Rings; Melbourne House
7. Zzzzz; Mastertronic
8. Fantastic Four; Adventure Soft/US Gold
9. Mordon's Quest; Melbourne House
10. Sorceror of Claymorgue Castle; Adventure Soft/US Gold

just wondered if, after so many games with artificial intelligence, he has started a new craze — artificial stupidity?"

SUCK IT AND SEE

Did you know that there are two ways of spelling the word SIPHON? I didn't realise this, until I read a letter a few months back, from **Aengus Stewart**, of Co. Down. He know that he needed to use the verb in a particular adventure (OK, quiet, all those who know which one!) but it wouldn't work. Was there something wrong with his copy?

I was so puzzled, I decided to dig out the old original hint sheets for the game. It took ten minutes of staring at it before I noticed that the command on the hint sheet was spelled SYPHON. Obviously, the alternative spelling had not been included in the vocabulary of the game! A second letter from Aengus confirmed that he had subsequently completed the adventure. "In two weeks I have completed three adventures, two of them thanks to yourself."

PS. "A short while ago I heard that **Philip Mitchell** had to make Watson in **Sherlock** a lot less intelligent. On playing the game, I found that Watson was as thick as three short planks," writes **Stuart McLean**, of Warrington. "I am not complaining," Stuart continues. "I just wondered if, after so many games with artificial intelligence, he has started a new craze — artificial stupidity?"

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REVIEWS/1

PHANTASIE

● **Supplier:** Strategic Simulations/US Gold
● **Machine:** Co 64, Apple.
● **Price:** £14.95 (disk only)

Phantasie is a *D&D* type game, in which the adventurer gathers a party of adventurers around him, and goes off to explore the Isle Of Gelnor.

His objective is to defeat the dreaded Black Knights, and to destroy the evil sorceror Nikademus.

There are a number of towns on the island, and the player starts off in Pelnor. In each town, there are five places to visit — the Guild, Bank, Mystic, Armoury and Inn.

The Guild is where a party is gathered, and since you won't get very far on your own, this must be your first call.

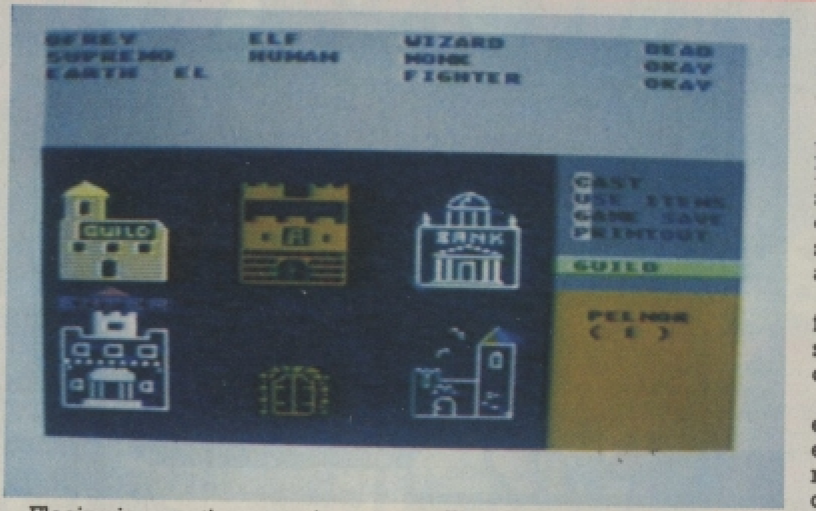
Once inside, you have a choice of recruiting a number of the residents, from a range of fighters, monks, priests, rangers, thieves and wizards.

Each character will be a member of a particular species, from human through halfling to elf. You can add your own characters to this list, and then select the mix you want to accompany you.

At the bank, members of the group can withdraw the funds necessary for weaponry and for overnight accomodation.

There is a wide range of weapons available at the armoury, and so, bristling to the teeth with maces, clubs, spells and shields, the bold adventurers set forth on their exploration.

The countryside of Gelnor is populated with a fearsome collection of monsters of all types, and likely the party will be attacked.



Fleeing is an option sometimes successful, but winning a battle will give survivors of the fight more experience points, and — booty — the treasures carried by the monsters.

Play is controlled by joystick throughout, the only exception to this rule is when you wish to enter the name of newly created characters from the keyboard.

The joystick is used to select either text or graphic icons. The way this is implemented is very slick, and makes what might otherwise be a difficult game to play very simple.

The screen is generally laid out with a largish window bottom left. Adding members to your party, is achieved by selecting ADD from a text list on the right hand side, which then causes the window to fill with a list of all the characters, and their current status; i.e. whether they are OK and available.

The joystick now drives a highlight up and down this list, scrolling the list itself when the window boundary is met. Pressing the button adds a member to the party, who is then listed above the window.

Control passes to a YES/NO icon on the right, asking whether more members are required.

A master menu on the right offers the option of moving, or alternatively you can inspect any member of the party, use a potion, or cast a spell.

Inspection of a character brings up a whole screenful of information to him, relating to his possessions, attributes, age, experience and hit points.

Selecting MOVE brings up four direction icons, and holding the joystick to cover the required word, continues moving the party in discrete steps, at an easily controllable pace.

An encounter with monsters will more often than not end up with a fight. The options to flee, fight, beg for mercy, greet or threaten are selectable on the right of the screen. To the top, the party is listed, with a colour highlight to denote who is active, sleeping, or dead, together with his hit points.

Having decided to fight, control passes to the member list of active fighters, and their modes are all set to "parry". To the right is a list of tactics, such as lunge, thrust, slash, and selecting a character allows his tactic to be changed.

To commence battle, "carry on fighting" is selected, and a graphic screen fills the window, with a commentary given at the top.

The battle, complete with sound effects, is quite dramatic. After each "round", the cycle re-commences so that the tactics can be changed.

If the game sounds complex, don't worry. It can be played on a simple level to start with, after no more than a few minutes perusing the glossy 32-page instruction manual.

After playing for a while to get the hang of things, you'll probably want to read the manual in a bit more depth, to better control the course of events.

And the manual has depth, just as the game. There are detailed tables of hit-points, spells, and magic points, by class and level of adventurer, and lists of spells weapons, armour, and shields.

The manual is written for the Apple version, but there is a Commodore 64 appendix.

All in all, this is quite the best game of its type that I have seen.

Keith Campbell

● **Vocabulary**	n/a
● **Atmosphere**	9
● **Personal**	9
● **Value**	7

FUTUREZOO

● **Supplier** Clwyd Adventure Software
● **Machine: Spectrum 48k**
● **Price:** £7.95

Man has reached out to the stars and found many inhabited planets, but none with intelligent life. In the year 2130 it is decided to set up a zoo of alien life-forms for a population always seeking bizarre new entertainments.

Then man encountered the Senissa, an alien intelligent race, from a Planet some 200 light-years distant. In signing a treaty the Senissa presented Earth with a Seal (no, not one of those things, with flippers that swims!) to be put on display.

But when it comes to unloading, the precious Seal has gone missing — carried off by one of the strange creatures. Your job is to find and retrieve it.

This is a promising scenario, with overtones of *Strange Odyssey*. But this text-only adventure, in two parts, is Quilled, and not very well, at that.

All too often comes the reply YOU CAN'T, with no indication of why. Have you not the correct object? Are you in the wrong place? Or are both words recognised, but the action invalid? There's just no way of knowing.

Many words so unrecognised, and the number seems greater than it is, due to the YOU CAN'T feature. Although EXAMINE is a valid word, I have not yet found anything that CAN be examined. This, given a subject as imaginative as an alien zoo, fails to exploit the full potential of the scenario.

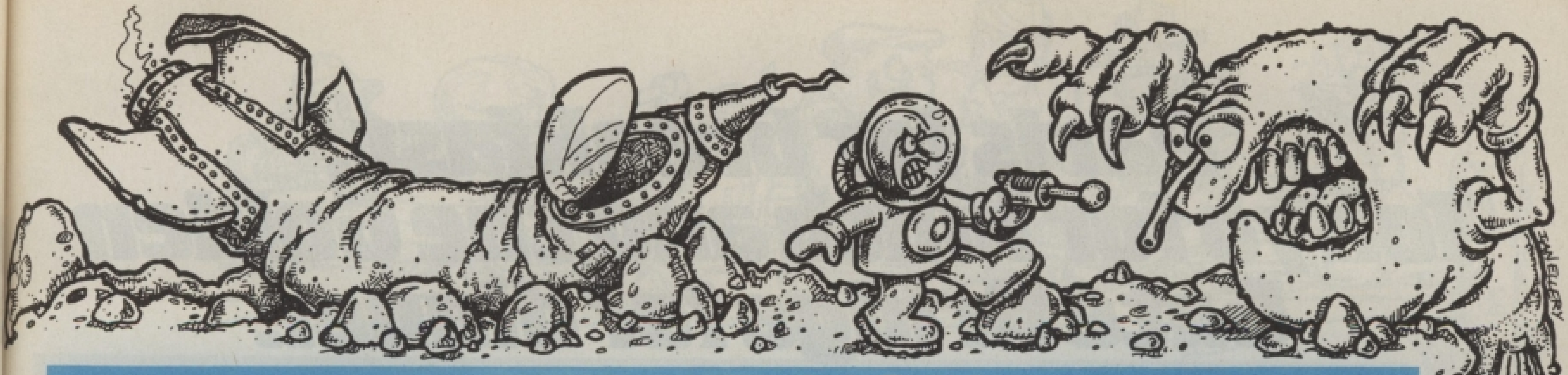
The first problem, of course, is getting into the zoo. But the solution doesn't come anywhere near the classic 'entering the game' problems, as found, for example, *Pyramid of Doom*, and *Mystery Fun House.*

Clwyd offer a Clueline postal service, entitling purchasers to ask two written questions during each of the six months following date of purchase.

Keith Campbell

● **Vocabulary**	5
● **Atmosphere**	7
● **Personal**	6
● **Value**	6

C+VG HIT!



JEWELS OF DARKNESS

● **Machines:** CBM 64, Amstrad CPC, Spectrum 48/128k, Atari 800,
● **Supplier: Rainbird/Level 9**
● **Price:** £14.95

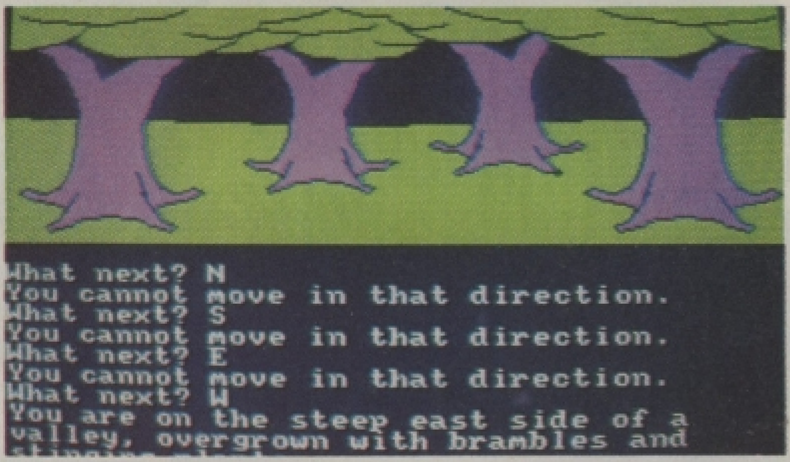
Jewels of Darkness is a three-pack of Level 9's earliest games. *Colossal Adventure, Adventure Quest,* and *Dungeon Adventure,* once known as The Middle Earth trilogy, are now combined in an enhanced form.

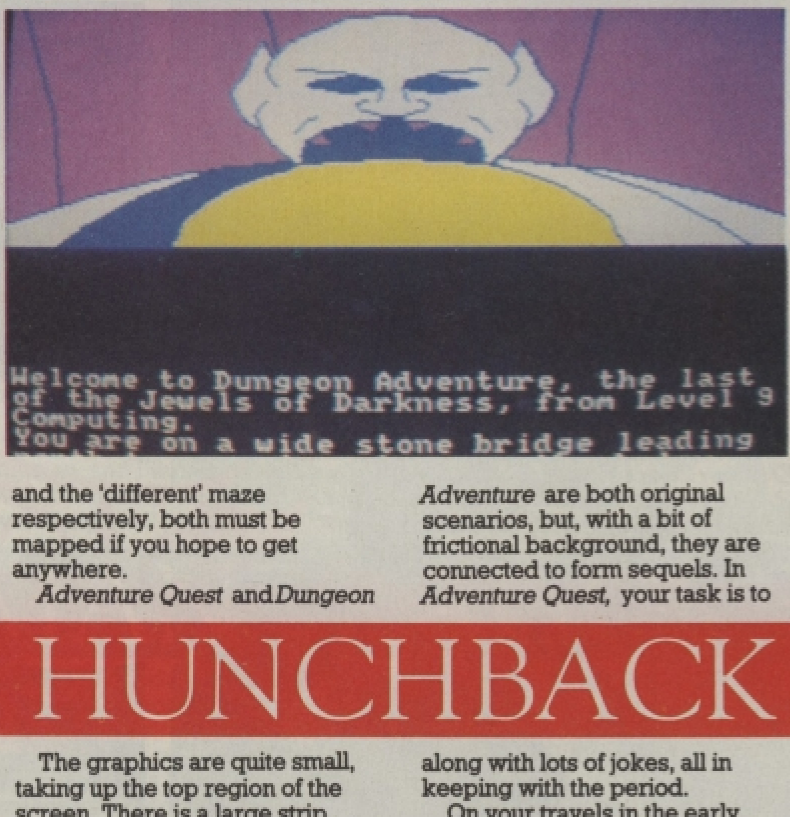
Colossal Adventure is itself a revamped version of the first adventure ever — Crowther and Wood's mainframe *Colossal Cave* adventure. The Level 9 original added to it a whole new end -game, and now they have added graphics, up-dated the text, and put the whole thing on their new adventure system.

You start off by a brick well-house, and progress to find a hidden grating leading into the cave itself. In here are the early problems of logic and deduction, which went to make adventure playing such a popular pastime.

The bird that flies away when you try to trap it in the obvious place, a cage planted in a previous location; the serpent or snake that will not allow you to pass until driven off by the bird.

Two mazes in the game may well appear to be one and the same to the unobservant player. One has twisty passages all the same, and the other has tisty passages all different. Having become known as the 'same' maze and the 'different' maze respectively, both must be mapped if you hope to get anywhere.





Adventure Quest and *Dungeon Adventure* are both original scenarios, but, with a bit of frictional background, they are connected to form sequels. In *Adventure Quest,* your task is to defeat the demon Lord Agaliarept. In *Dungeon Adventure,* (reviewed C+VG September 1983) the Demon Lord is dead, and it occurs to you that there may be great treasure left unguarded in his dungeon . . .

For the fast-typing player, who is, perhaps, typing his way back into the game, this means that there is so much activity on the screen at any given time, that the text becomes a little difficult to take in.

The graphics are reasonable, and a little less abstract than Level 9's early graphics, but nevertheless, you are not likely to gasp in astonishment when you see what the inside of the cave looks like, for the first time over! Basic pictures, competently drawn, with rather unnatural colours in most cases, is what you'll get.

Three separate cassettes, or one disk, are contained in Rainbird's standard sturdy and glossy box, which is attractively illustrated, and a delight to handle. also in the box is a fairly hefty glossy booklet, containing game instructions and a 'novel' based on the games.

If you haven't played the games before, then at £15, *Jewel Of Darkness* undoubtedly represents excellent value for money, providing you with a well-packaged compilation of three quality adventures, at a mere £5 each!

Keith Campbell

HUNCHBACK

● **Supplier:** Ocean
● **Machine:** Spectrum 48k, Amstrad, 64.
● **Price:** £7.95 (Spec) £8.95 (C64, Amstrad)

On the outskirts of Paris, mischief is afoot. Two evil characters, the Cardinal and his sidekick Bishop, have captured Esmeralda, and are holding her captive somewhere in the area. You, as Quasimodo, must rescue Esmerelda.

After an apparent age, *Hunchback — The Adventure*, has finally arrived. As you begin, some very colourful (if not particularly clear) graphics will pop onto the screen, and some pretty, redefined text will tell you what has happened so far.

The graphics are quite small, taking up the top region of the screen. There is a large strip, stretching from one side to the other. On top of this background, a small picture of the current location appears, and on the other side, each object you have picked up (six is the maximum) is shown too.

This pictorial representation is quite a good idea, but the pictures are too small. Everything on the screen becomes cluttered, and I had to read everything twice to make sure I hadn't missed a vital point.

The descriptions are very well written, and always witty. Although there are some errors, such as Paris being spelled with a lower case 'p', everything sails along with lots of jokes, all in keeping with the period.

On your travels in the early stages of the game, you encounter a number of uncouth and very violent guards. Should you have come across a weapon, you can throw your soul into battle.

During the fight, you are given a running commentary, and as this happens, cartoon strip style pictures take the place of the location graphics.

The most popular objects in the game seem to be books. *Zen and the Art of Guillotine Maintenance* is a personal favourite. Wandering around in the cathedral, you will come across a number of locations which serve little purpose other than to help the game along.

Finding a thoroughly vandalised area, you investigate and discover it is the choirboys' stalls! A dodgy lot, these choirboys. . .

As in *Never Ending Story*, there are three parts and no SAVE facility, and the same maddening programming slips. THROW KEY produces the mind-boggling THERE IS NO VERB IN THAT SENTENCE.

Despite its shortcomings, *Hunchback* is a great game. It is well assembled, fun to play, and offers a reasonable challenge.

Jim Douglas

● **Vocabulary** 7
● **Atmosphere** 8
● **Personal** 8
● **Value** 9

Paris for breakfast, Tokyo for lunch and the Golden Gate Bridge for dinner.

Here's a switch. Instead of running from monsters, you *are* the monster.

Your choice of Godzilla©. The Glog. A Giant Tarantula. Mechatron Robot. Or others equally unsavory.

What's your favourite city? Paris? Tokyo? New York? London? How about Moscow?

Yeah. A nice little trip to eat the Kremlin would be pleasant. Or how about a daring rescue in the Big Apple. A bold escape near Big Ben. Or just gobbling up the Golden Gate for good.

But don't expect a warm welcome. Expect everything else those pesky humans can throw at you. Tanks. F-111 fighters. Cops. The Army, Navy, Air Force and Marines. Even a nuke now and then.

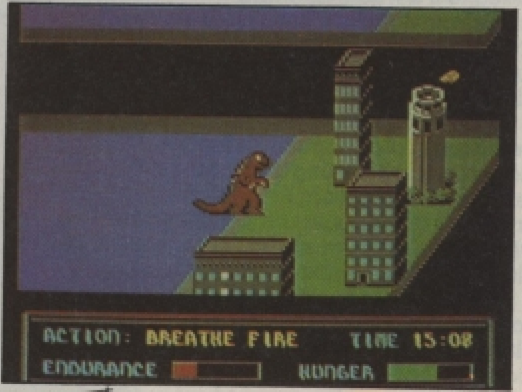
Stop complaining. You know very well you had it coming.

You monster you.

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Screen shot from Commodore 64/128 version of game.



REVIEWS/3

LAPIS PHILOSOPHORUM

- **Supplier:** Ariolasoft
- **Machines:** Atari XL/XE, C64
- **Price:** £14.95 (Disk only)

Lapis Philosophorum or *The Philosopher's Stone*, is a graphic adventure with 83 different screens. The graphics are quite detailed and, best of all, very fast.

According to the packaging, it has seven different routes to completion, and by that, I presume it means the game does not have to be solved in a set procedure.

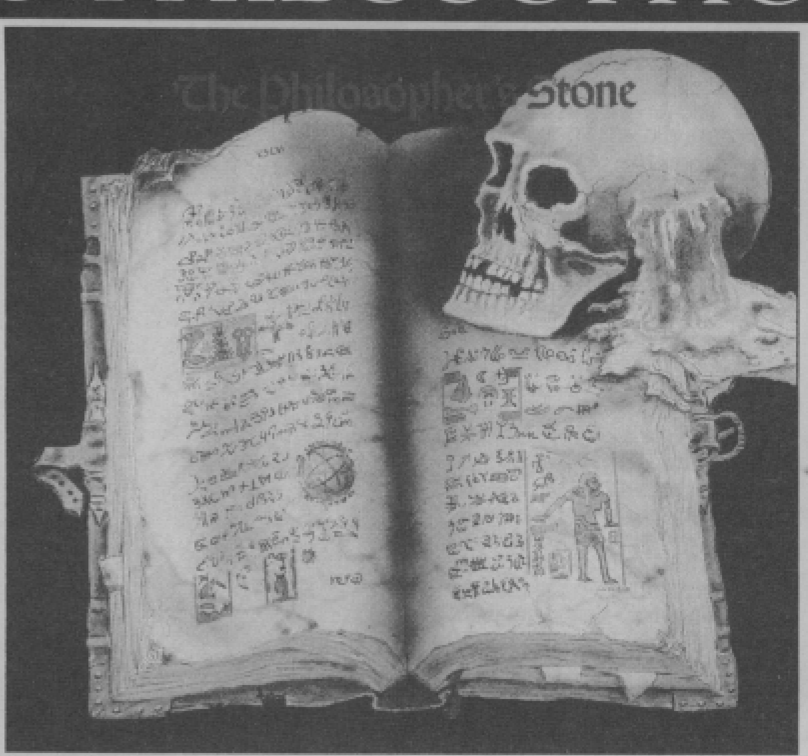
The story unfolds in a small kingdom of Alkanian, where the King, having no son of his own, has decreed that his stepson will succeed him on his death.

To hasten this event, his stepson poisons him. With little time left before he dies, the King issues orders for all healers and wizards to come and save him.

Expecting such moves, his stepson warns all would-be healers to stay away, or face death in a most unpleasant manner. At this point, you enter the game.

A retired alchemist, enjoying a quiet life, your peace is shattered by the arrival of a king's messenger who begs you to try and find a cure. You know of only one, the Philosopher's Stone.

I started on my quest with little else than a book and my trusty old lute. Having no money with which to buy items, I turned my hand to busking for a living. Soon, with a



little cash in hand, I started to equip myself for the adventure.

My first problem was escaping the walled city where I lived, as the guards at the only exit had been told not to allow me to leave.

However, my good deed for the day presented me with a hypnotic solution, and I was soon on my way. Not alone, I might add, but with a pig of all things, for a companion.

Once outside the city I had to figure a means of getting past a bunch of drunken knights, (out for a knight's fun, you might say) who take pleasure in killing poor defenceless alchemists. I wandered on through forests, gathering objects I thought would be useful later in the game, and solving the problems.

An encounter with a large unfriendly bird didn't help much, and being thrown down the side of an abyss did my health no good at all.

With most of the obstacles behind me, my instincts told me the final solution lay across a fast moving and dangerous river.

The only way across was via a small ferry, which was moored on the other side. I could see the ferryman in his boat, but no matter how much I shouted or waved my arms, the ferry man saw me not.

But before long I was on my way, once more with the pig in tow, looking for the elixir of life.

The Philosopher's Stone is of German origin, and has been translated into English.

But beware of some of the responses, they're really wierd. They don't make the game any harder, just a little unusual.

The only negative aspect of the adventure involves buying tools at the start. You are not told which items are available. Instead, you are required to guess, buy typing, for instance, BUY AXE. If such an item is available, then you'll get it, but otherwise you have to keep trying different objects.

Steve Donoghue

Vocabulary	6
Atmosphere	7
Personal	7
Value	7

MANDRAGORE

- **Supplier:** Infogrames
- **Machines:** Spectrum, C64, Amstrad, MSX
- **Price:** £9.95

So this is the great French adventure from the biggest software company in Europe (*the French Connection, C+VG August 86*) It is more like *D&D*, and *Phantasie* than a true adventure.

Unless you settle for the bunch of characters already provided, you start off by building four of your own characters. You assign their attributes up to a total of 80 points each.

Pressing any key winds the points up for an attribute until RETURN is pressed, when it is entered. Then the next on the list takes its turn.

If at any time you exceed the points remaining available, instead of an error message with the facility to edit your previous entries, the whole lot is blanked out, and you have to start in again.

Name, race, occupation and sex ("yes please" is NOT accepted!) are then entered, and here is an inconsistency. You type in your name in the normal way. But next, race is required, and the screen does not react unless you hit the initial letter of one of the races in the game, at which time, the whole word is displayed.

Once your four characters are created, off you go to the map of Mandragore, about which you can traverse by use of the N, S, E, and W keys. This action is quite smooth and effective.

Then comes the thrilling bit! When you come across one, you can enter a chateau!

You can command a member of your party to do something. The characters, each assigned a number one to four, are listed down the right hand side of the screen, together with experience and life points. At the bottom is a box with lines A — D, and if any objects are present in the room, they will be shown here.

To save typing, or, more likely, to save providing a parser or icon-driven command system, the commands go like this: Character number (to be commanded), verb, object letter. The verb list is provided in the instructions, and the first one or two letters of the verb are typed. The whole word is then displayed in the input area, at the bottom of the screen.

So, "Supremo attack Tickel" is entered thus: 1 AT B, for example. The picture of Supremo then flies alarmingly about the screen in the general vicinity of Tickel, for a moment or two.

It is said that there is a problem in each of the nine chateaux. I was lucky, I played a disk version on the Commodore 64. Each chateau must be loaded separately. On disk, this is almost transparent to the player. But on tape, the correct position for the appropriate chateau must first be found, and the instructions recommend that before starting to use the game, you run through the cassette, noting the tape counter positions.

A more clumsy way to load (from tape) and enter commands, I haven't seen in a long time!

The graphics aren't bad, but there seems little depth in the game itself.

Keith Campbell

Vocabulary	1
Atmosphere	4
Personal	2
Value	3

Dodg

'Ere John, have you 'eard abaht Lever and Jones' latest caper? What's that then John? Anuvver bank job? Or an enforced holiday in Spain? Nah, they've gone into computers 'aint they. If you ask me it's all a bit reels of cotton and definitely dodgy. Well, John that pair were always a couple of Dodgy Geezers. And that Keith Campbell character isn't much better is he? Is that who Lever and Jones were seen talking to before — you know, the wassname happened? Yeah, that's right John. Well, there you go John. Fancy a VAT?

In September 1984 Lever and Jones unleashed a new adventure game concept on the world in the shape of *Hampstead* fun and frolics at the expense of trendy folk. Then came *Terrormolinos* — more fun and frolics at the world's worst holiday resort. Now here comes **Dodgy Geezers** — packed full of Minderspeak and set in the twilight world of petty criminals and assorted hard nuts.

Dodge Geezers is a two part graphic adventure and as you'd expect, it's full of Lever and Jones style humour.

"There are some old familiar faces in *Dodgy Geezers*," promises Trevor Lever, "Although you won't have to have played *Hampstead* or *Terrormolinos* to be able to complete it!" "But it would be appreciated!" quips Peter Jones.

They are very enthusiastic about their new title, perhaps it's the thought of all those royalties pouring in that does it!

You can play it successfully, without understanding all the implications of the plot. But to get the most out of the game, you should make a point of going wrong, now and again, just to see what happens, they tell me. "Some of the best gags appear when you do something wrong!" says Trevor.

You play the part of an ex-con, just released from prison after doing a stretch for your part in the Long Ditton Spaghetti Caper. You were framed, of course, and completely unconnected with the affair.

"Actually, it was matter of revenge," explains Trevor. "You were grassed on," confides Pete. They nod in agreement. I sense that they are hiding something!

Anyway, on your release from jail you decide to go straight. Not an easy task, for very soon all your old mates are around, persuading you to organise the next job.

They've lined up a nice little bank, and the manager is none other than Justin Perrier, from *Hampstead*.

Your job is to recruit the gang. You need three characters to help you with the robbery, and there are about eight to choose from. Only the right people will be successful in the raid!

"All the characters in the game are real. Chalky White was an old school friend of mine, and should he ever see the game, there's no doubt he'll recognised himself in it. Under a different name, of course," Pete adds hurriedly.

"It's a good job none of our mates have computers, or they might get hold of the game. We'd have some Mafia-type characters from a certain Italian restaurant round in no time, I can tell you!" he added. Maybe you'll recognise some of them?

Justin Perrier: You may have met him before, in *Hampstead*. Now he's the manager of the very bank you are about to do over.

Bullet-Proof George: A veteran of the Long Ditton Spaghetti Caper, a real event in the lives of Lever and Jones, in a slightly different guise. George has so many bullets still inside him from the caper, that he'd never get through a metal detector.

Tweedle Dee: A racing tipster, and a good source of inside info. Always keeps his ear to the ground.

Cracker: A skilled man, there's no safe that he can't blow with just one more stick.

Little Ken: Ken's name belies his height. At 6 feet 6 inches in his socks, Ken has grown quite a bit since his holidays in *Terrormolinos*. An amiable man — the nice guy, who will always muck in.

Soapy: A sweet old man, modelled on Alec Guinness in *The Lavender Hill Mob*. He used to work for Justin Perrier, as Head of Security. Now he's a con-artist, specialising in little old ladies.

Mr Video: Nickname Hi-Score. An electronics genius with a PhD, he has a home-made custom-built joystick, which he plugs in at arcades. Favourite game — Spice Wink, renamed from the Lever-Jones original, by Melbourne House. Australian pronunciation, perhaps?

Tricks: A greasy garage mechanic, with a flair for getaway cars . . .

Dodgy Geezers started off life as a film-script, and early on in its life, was converted to a game. What Trevor and Pete would really love to do now, is to write the book of the game.

"There's a song with the game too!" announces Trevor, "It will be on the reverse side of the tape."

"Bruce Springsteen and Sting both asked if they could do it for us," says Pete, proudly. "But we wanted our own friends to sing it, so we had to say 'no' — it was a shame, really."

It seems the song lyrics will give a few clues to the game.

The appearance of a Melbourne House comedy adventure from Trevor and Pete, is becoming something of an annual event.

It was September 1984 when they unleashed *Hampstead*. The aim of the game was not to get to Hampstead, but to attain Hampstead — the ultimate state of well-being.

Their aim is to entertain, and they reckon that if less than 70 per cent of players fail to complete a game, they have failed by making it too boring.

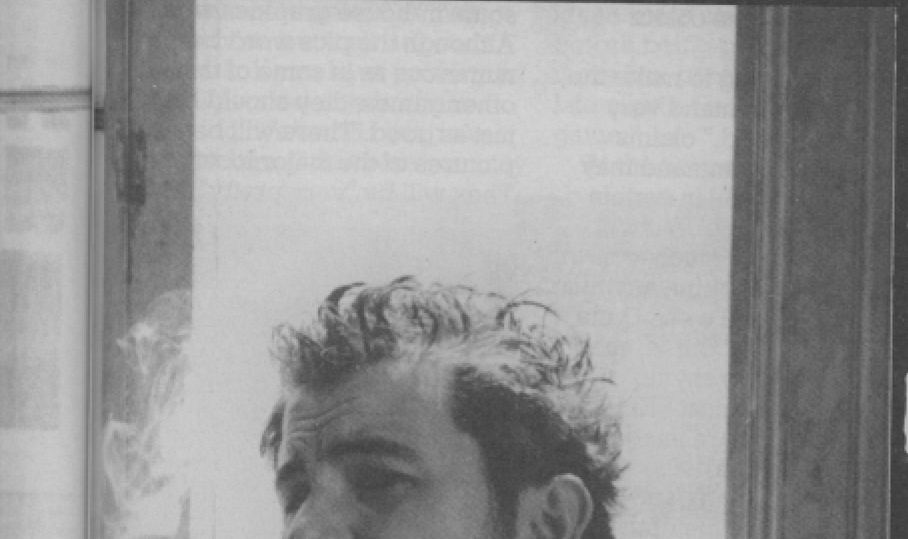
Wanting people to enjoy the gags, in September last they came up with *Terrormolinos*, a much easier game than *Hampstead*, and this time less limited in appeal.

Not that they are averse to a difficult adventure. But the more difficult a game is, they feel, the more interesting it must be made, to compel the player to completion.

The attraction of their adventures is that they related to real life. Neither are not too interested in the fantasy goblin-bashing type of adventure, which they feel has been overdone.



y Geezers



"You'll notice that of all the comedy adventures around, ours are the only original ones, they have completely original story lines. All the others are satires on existing adventures and stories," they claim.

Entertainment, and comedy in particular, is an area in which they have some experience. Apart from having been involved with two rock groups in the past, they were for a short while a comedy duo called The Three Ronnies. It didn't last long.

They went on to produce a pilot comedy video for Channel 4 — "The Open Polytechnic." It was designed as a promotion for Slough — to encourage people to live, work, and holiday there.

Pete is now working for a PR company that promotes films, and has recently been involved with a new series, *Space Police*, by Gerry Anderson of *Thunderbirds* fame.

Trevor is about to be restructured, but currently claims to sell computers, not your common or garden micros, but BIG stuff. You want a computer for a space shuttle, to do real-time multi-tasking, and he'll sell it to you.

One can never be quite sure, talking to these two, whether a story is true, or just invented.

Neither lays claim to being able to write a computer program, and so their method is to produce the basic game using the *Quill*.

From this prototype, it is re-programmed, all the "specifications" being contained within the Quill's data files.

The re-programming of this year's offering, *Dodgy Geezers*, will offer more than before, and far more than the *Quill*.

Although basically a two-word input game, Roger Taylor's parser will automatically give them multiple command input, and a few other goodies. But they are cynical about clever parsers.

"There's too many simple ideas dressed up to look complicated in a six-word parser," said Trevor.

Moving on from parsers to vocab, I mentioned the problem in *Terrormolinos*, over which I had taken them to task some time ago.

DOWN STEPS was the way out of the loft, and the wordline was eluding many players, DOWN not being a verb.

"That was a programming problem. You were quite right — the trouble is, we just didn't have the knowledge or experience to avoid doing it that way, at the time."

Trevor and Pete have a novel approach to graphics. "You've got to have graphics, or the big stores won't stock the titles," complains Pete. "*Hampstead* was difficult to get hold of, because of that."

"But what's the point of drawing a picture of a scene that is described well in words, anyway?" chipped in Trevor.

So instead of location graphics, in *Terrormolinos*, there were snapshots that had to be taken, and "developed" on screen.

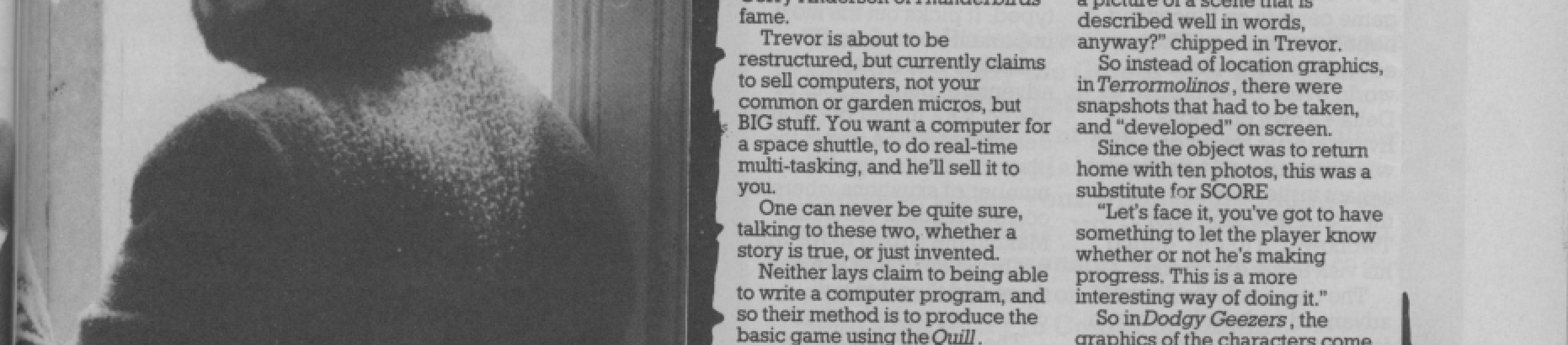
Since the object was to return home with ten photos, this was a substitute for SCORE

"Let's face it, you've got to have something to let the player know whether or not he's making progress. This is a more interesting way of doing it."

So in *Dodgy Geezers*, the graphics of the characters come up as their police record, and the rest are event-driven.

"If you don't get a picture for quite a while, you should begin to suspect you are not on the right lines," explained Trevor.

As for their next game, they haven't given a thought to the story, yet. But as Pete is getting married in a short while, what's the betting us adventurers don't end up being best men at a crazy wedding?



Colou

Right, no apologies. We featured Delta 4 last month but this off-beat software house is back again, this time with The Colour of Magic for Piranha Software. The equally off-beat Jim Douglas finds out what's going on.

What sort of things spring to mind when you mention Delta 4? Well, a number of very peculiar things, but aside from those, great adventures. Since ***Bored of the Rings***, all those years ago, they have gradually built up a reputation for being able to create humorous games with reasonably complicated storylines.

Their latest venture is for the new software house Piranha. **Colour of Magic** is their first book conversion, and Fergus McNeill is very excited by the whole thing.

"It's not quite as mad as our other games. The humour is slightly more subtle in Colour of Magic."

Set to be released at the PCW Show in September, the game centres on Rincewind, a hopeless magician. The adventure takes place in a world every bit as bizarre as Delta 4's own creations. Everything is based on a disc which rotates upon the back of a giant turtle. Now the aim of the game is to look after Twoflower, a tourist, during his visit to the discworld.

The game is Delta 4's most advanced to date. It comes in four parts — a break from their now infamous three-part style — and there are upwards of 200 locations. Characters number around 60, and of those, about half are worth talking to.

The game came about after MacMillan, a large publishing firm, decided to branch into computer software. Adventures were an obvious beginning and Fergus' name came up. It was the decision of Delta 4 to choose a book title.

The game is now being programmed on the Commodore. Until now, all of their development work has been done on the Spectrum. "Because the 64 has the most primitive Quill," explains Fergus, "it's easier to convert to other machines."

The game follows the storyline of the book very closely. Instead of "altering the plot in order to avoid giving so much away" they decided to stick to the same style of problems, but alter the situations a little. This makes the game more faithful to the source novel.

Although the Quill input can be a little limiting in some cases, it is friendly enough to allow a whole line of text to be typed. It picks out the most important two words.

Luck is vital in any adventure, but in *Colour of Magic*, it's a matter of life and death! During the game, the player will come across a number of situations where the correct action is essential. Making the wrong move will not bring the game to a halt there and then, but will decrease you luck rating.

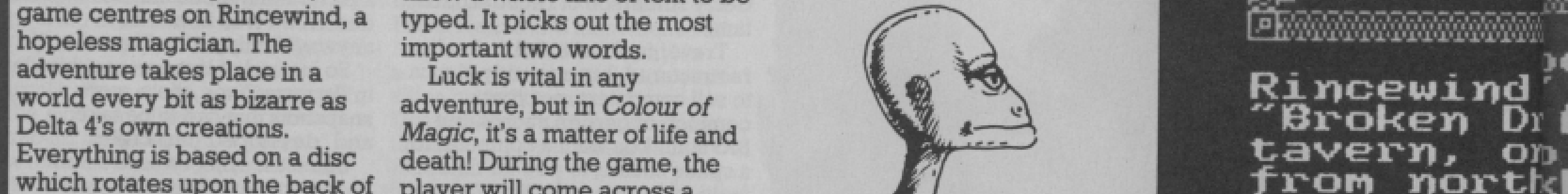
The number eight is very important. It pops up all over the place. On the discworld, everything revolves around it. There are eight days in a week, and so on. Also, the eighth colour of the spectrum is Octarine — the colour of magic.

"We are going to make the EXAMINE command very powerful indeed," claims Fergus. That command may prove very useful in certain areas of the game. Without giving away too much, you will find that at one point, anything you imagine will exist. Quite a handy trick. Of course, as in the best nursery rhyme traditions, you must BELIEVE in the item you are imagining, or it won't appear!

Throughout the game, Death, in the shape of the Grim Reaper himself, is always hot on your heels. Make a slip, and he might just get too close for comfort.

The programming involves some in-house graphics work. Although the pics won't be as numerous as in some of their other games, they should be just as good. There will be pictures of the major locations. They will be "very pretty".





ur of Magic

As an example of the luck mentioned earlier, you will come across a large troll blocking your path. It's necessary to get rid of him somehow, but it all depends on luck. If you have performed enough good deeds while playing, it's worth trying to attack him. Otherwise you may as well forget it!

From the sound of it, Delta 4 seem to work very close to their deadlines. "Oh, yes, the ideas come about 15 minutes before being programmed. It's more fun, but involves a lot of late nights. Certainly on this game."

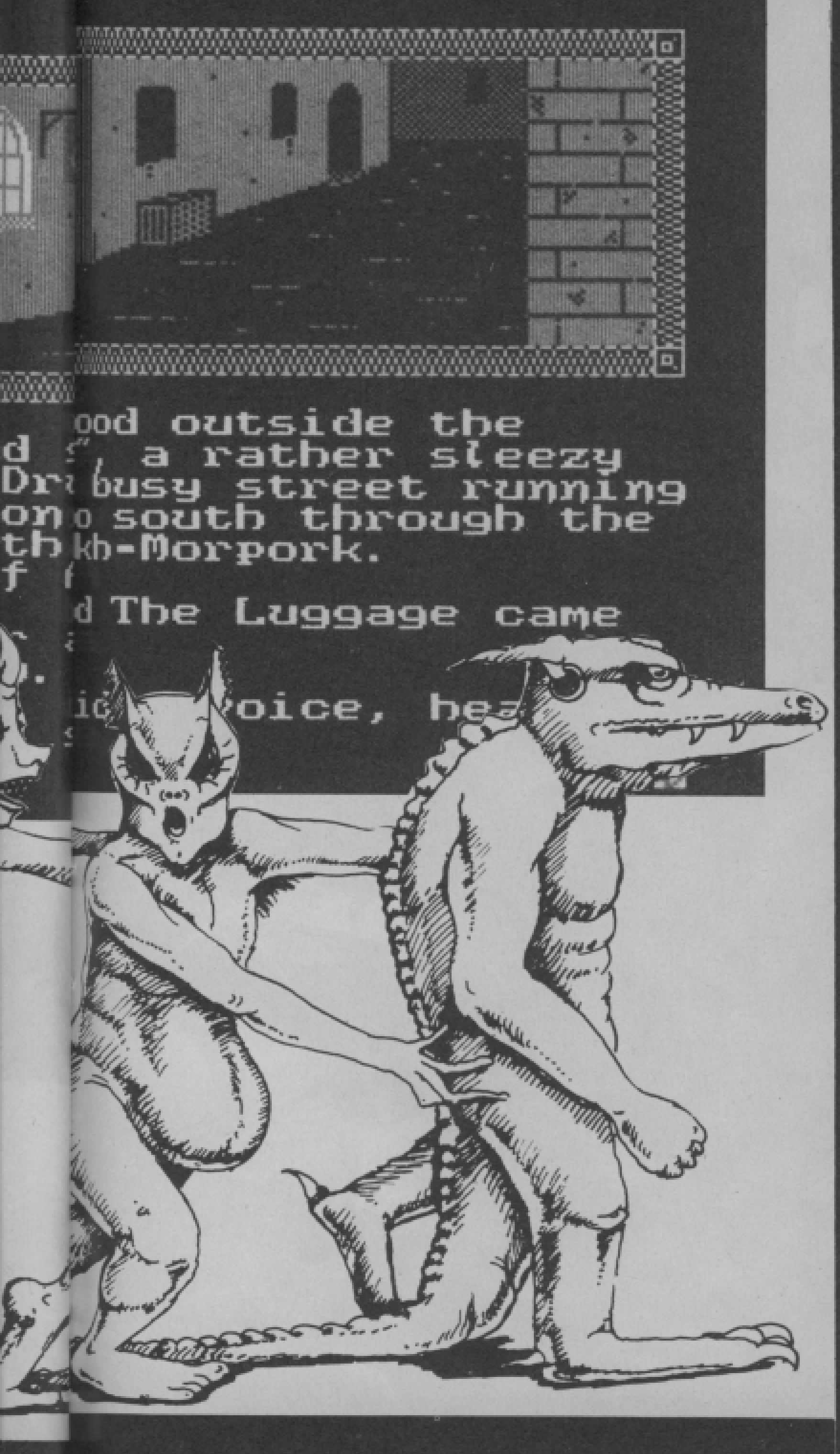
At the time of viewing, the game could hardly be described as complete!

Part one is really solely there to set the scene, and give the player who may not have read the book an introduction to the strange world he is entering. The book, unfortunately is not supplied with the game.

There isn't going to be a bonus game with *Colour of Magic*.

Maybe they are running out of ideas for that sort of thing?

The game is going to be released on the Spectrum, Amstrad and Commodore. The Spectrum version should be ready at the PCW show.



Colour of Magic COMPETITION

What is magic and fulfils all your dreams? A Computer+Video Games competition, of course.

Thanks to Piranha we're giving you a chance to sample not only the Colour of Magic game but also Terry Prachett's book.

Here's what we want you do to. In the Colour of Magic there is a place called the Dungeon Dimension, where your wildest imaginings can be turned into reality. What we want you to do is draw or paint a monster you would like to see created in the Dungeon Dimension.

Send your entry to Colour of Magic Competition, Computer+Video Games, Priory Court, 30-32 Farringdon lane, London EC1R 3AU. The closing date is October 16th and the editor's decision is final.

The first ten winners will receive a copy of the game and the book and the next ten runners-up will get a stuffed Piranha . . . ?

C+VG/PIRANHA COLOUR OF MAGIC COMPETITION

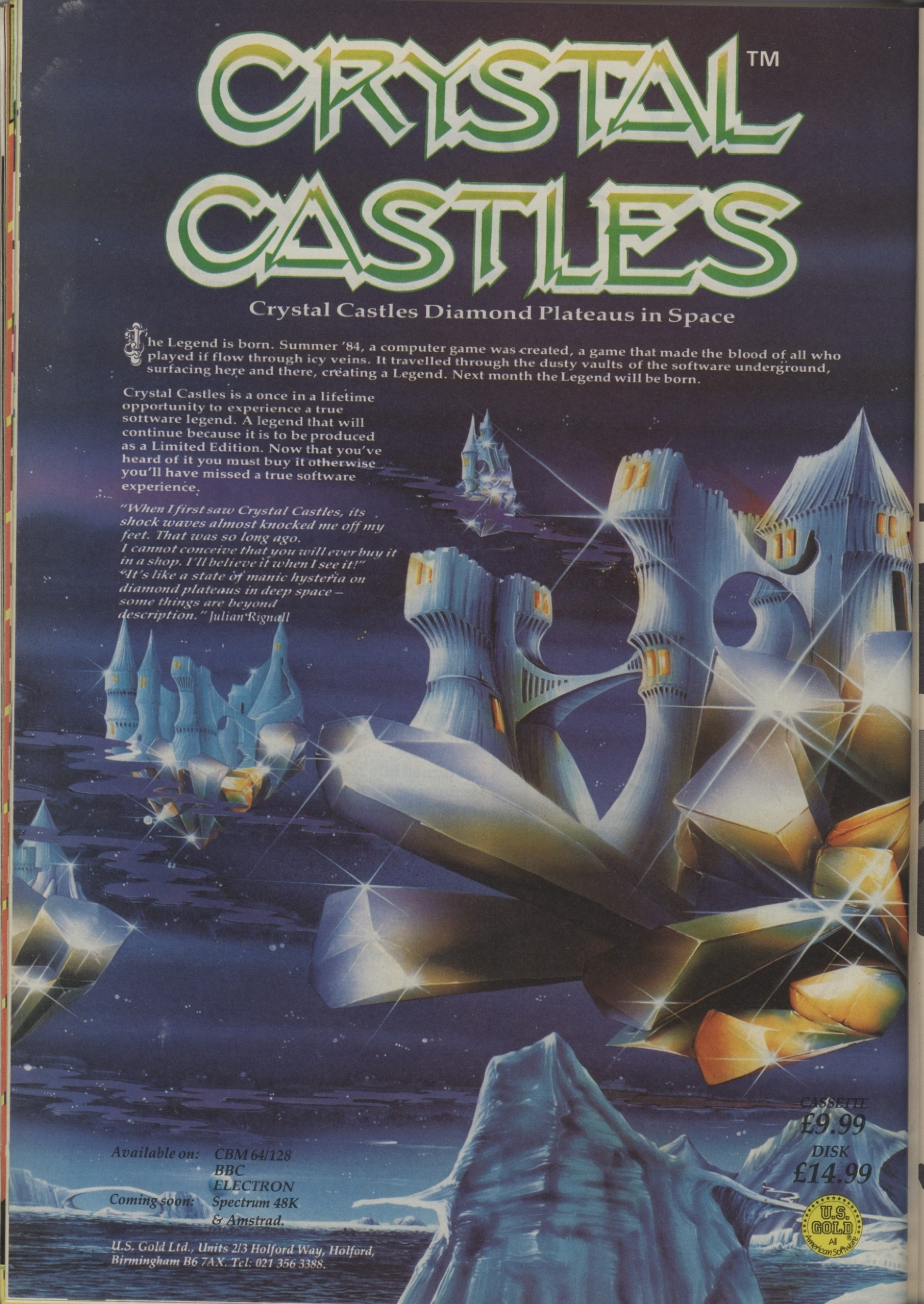
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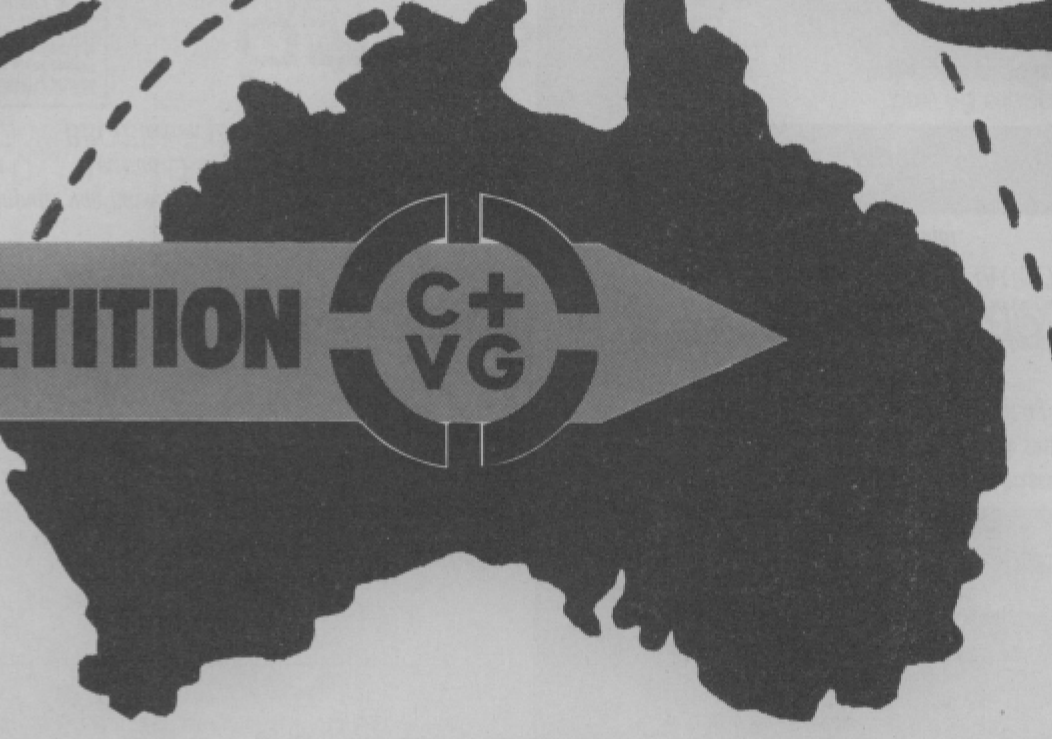
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● COMPETITION C+VG



WIN C+VG'S TUCKERBAG?

What more could a Commodore 16 owner ask for — ace games for their computer and a year's supply of their favourite computer mag for absolutely nothing.

Yes, that's the goodies on offer in this competition from the software house from the land of OZ — Melbourne House.

First prize is a year's supply of C+VG plus a special binder and a copy of Melbourne House's C16 Greatest Hits. The games include *Roller Kong*, *Wizard and Princess*, *Dark Power* and *Classic Adventure.*

The next 20 runners-up will get copies of the game.

Right, all you have to do is answer the following questions which have an Australian flavour to them.

1) Where in Australia is Melbourne House based?
   A) Sydney.
   B) Melbourne.
   C) Canberra.

2) How long has Melbourne House been producing games?
   A) Nine years.
   B) One year.
   C) Six years.

3) What was the name of the famous Australian bandit now a folk hero?
   A) Sam Kelly.
   B) Ned Kelly.
   C) David Kelly.

Finally, name three other Melbourne House games.

C+VG/MELBOURNE HOUSE C16 GREATEST HITS COMPETITION

Name________________

____

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____

____

Send your answers to together with the printed coupon to C16 Greatest Hits Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is October 16th and the editor's decision is final.

FOOTBALLER OF THE YEAR



COMPETITION
C+VG

Get some goal action with this sensationally super C+VG/Gremlin soccer competition.

Footballer of the Year is the new football program being released by Gremlin Graphics for the CBM 64, Spectrum, Amstrad, MSX, C16/Plus 4, Atari and BBC/Electron.

And in an exclusive pre-season transfer deal, C+VG has got some great Gremlin Goodies to give away — including tracksuits, footballs and copies of the game.

In this new and exciting game, you adopt the role of a professional footballer. You start your career at the age of 17 with a Fourth Division team, £500 in cash, ten goal cards and the footballing world at your feet. The aim is to develop your career and be nominated FOOTBALLER OF THE YEAR.

The game features transfers, career record cards, (goals, incidents etc.) League, E.U.F.A., F.A. and Milk Cup games, and, providing that you're good enough, the FOOTBALLER OF THE YEAR award ceremony.

All you have to do to stand a chance of scoring some prizes, is to answer these football questions. But first the prizes.

The first two winners will get a track suit, a football and a copy of the game each. The next five runners-up get a football and game and the next ten get the game.

Send your answers together with the printed coupon to Footballer of the Year Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is October 16th and the referee's decision is final.

Questions.

1) Who won the 1985/86 FA Cup Final?

____

2) What was the score?

____

3) Which team was runner-up to Argentina in this year's World Cup Final?

____

4) Who was the top scorer in the competition?

____

C+VG/GREMLIN FOOTBALLER OF THE YEAR COMPETITION

Name ______________________________

Address ______________________________

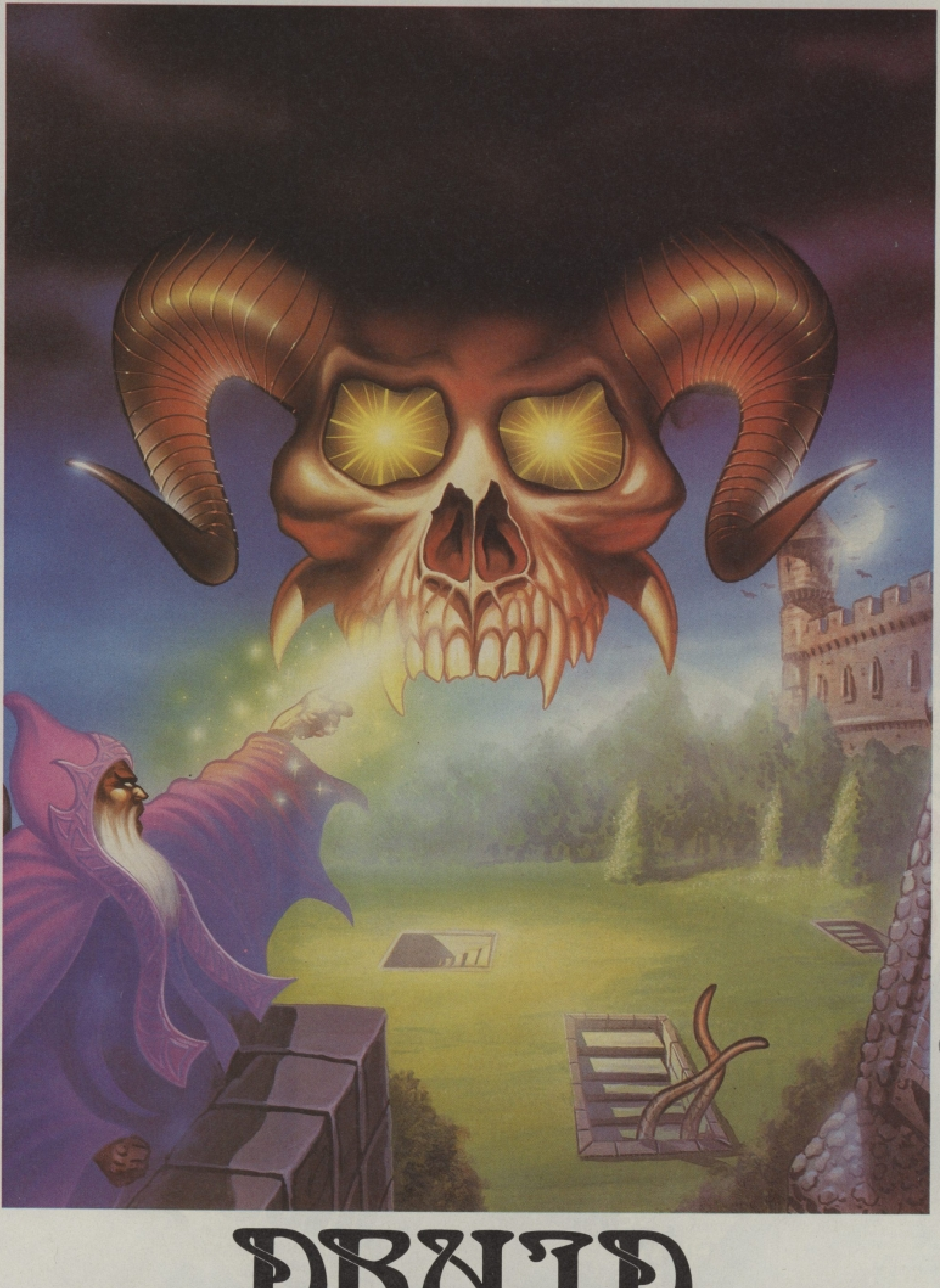
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I.D.E.A.S CENTRAL



Hi, Mellissa Ravenflame, here. I.D.E.A.S. Central is one-year-old this issue. It's incredible how time flies. All the Bug Hunters have survived 12 months of incredible adventures — all except X who has gone to join Professor Video in that great computer room in the sky. But that's life.

Over the next 12 months we're determined to continue bringing you all the best hints, tips, pokes and maps. But remember I.D.E.A. Central needs your help and we're willing to pay for it. So keep sending your hints and cheats to Mellissa Ravenflame, I.D.E.A.S Central, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

SPECTRUM • SPECTRUM •

All in a twist with **Twister** on the Spectrum? **John Goodrige** of Plympton, Plymouht is at hand to guide you.

Screen 1: Take your time in jumping as you can see what is coming next. Avoid the horseshoe or missile. When confronted with just one way to go and an evil object in the way, move to the middle or just passed your present slab and jump.

Screen 2: It is essential that you shoot the spring as it will kill you if it comes near. Pick up as many shields and ammo as possible. It is badly needed. Shoot as many Charlottes as possible. Keep to the middle so it is easier to collect the letters.

Screen 3: Again keep to the middle, shooting as much as possible.

Screen 4: Use your backpack to thrust above symbols and then drift back — but don't take too long.

Screen 5: Always get Charlotte and the spring.

Fed up with being floored in **Sai Combat**? try this POKE on the Spectrum from **Willia Wade**, of Spalding, Lincolnshire, which will give 255 lives.

```
5 CLEAR 24610
10 INPUT "Number of lives (1 to 255)"; I:<1 Or 1>
255 THEN GOTO 10
15CLS: PRINT "PLAY SAI COMBAT TAPE FROM START."
20 LOAD ""CODE:POKE 65364,210:RANDOMIZE USER 65340
25 POKE 32421,I:RANDOMIZE USER 23450
```

Now rewind the tape to the beginning and enter this POKE. Now type RUN and just start tape.

To gain infinite lives, shields and bombs on **Mikro-Gen's Stainless Steel** press P,A,S,D and ENTER keys at the same time. **R Papworth**, of Fife, who sent in the tip, says it can be used at any point and in any area of the game.

Robert Beever, of Penistone, offers the following help to those playing **Mindstone**.

1 The Open spell will remove a boulder.
2 The Fireball spell will destroy a wall of ice.
3 The Alchemy spell works only if the character casting it is carrying a lead bar.
4 The bar in Kranos has unlimited amounts of drinks available. So all your party can increase their strength rate to 200.
5 Buy the object off the pixie. Swap this with the object belonging to the woodelf. The tiger amulet can be swapped with the sorcerer in Kranos.
6 A talisman can open the doomgate.

POKES • POKES •

Okay, all you C16/Plus 4 owners, we've got a bumper load of pokes for you. They're from **R. B. Porter**, of Rotherham. Thanks R.B., but why so formal?

With all these games you have to LOAD as normal and then press RESET.

Kickstart: POKE 10403,234 POKE 104,234 SYS 8192
Solo: POKE 13595,234 POKE 13596,234 SYS 10915
Robin to the Rescue: POKE 8808,234 POKE 8809,234 SYS 9984
Punchy: POKE 4234,234 POKE 4235,234 POKE 4236,234 SYS 4112
Booty: POKE 9013,96 SYS 4120
Invaders: POKE 8517,234 SYS 4110
Spectipede: POKE 6791,234 POKE 6792,234 SYS 4218
Legionaire: POKE 10202,255 SYS 6129
Runner: POKE 8992,34 POKE 8993,35 SYS 4120
Commando: POKE 13197,234 SYS 9846
Galziana: POKE 9635,234 POKE 9636,234 SYS 4768

All of the above will give you infinite lives except Legionaire which will only give you 255.

Here what **Michael Perks**, of Wyboston, Bedfordshire, calls some "ultra cool" POKEs for infinite pumpkins in **Cauldron II**.

Right, rewind the cassette and type in: POKE 1:POKE 783,1: POKE 830,34: POKE 832,50: SYS 62828

Press PLAY when instructed and when the READY prompt appears enter the following:

FOR K 679 to 767: POKE K, PEEK (K+8192): NEXT (RETURN) POKE 961,169: POKE 962,115: POKE 963,141: POKE 964,245: POKE 965,128 (RETURN)

Now type SYS 686 to LOAD the game. When it RUNs you should have lots of pumpkins.

Michael has also sent us a listing for **Bomb Jack**.

```
10 FOR A = 300 to 313: READ B:POKE A,B:NEXT
20 DATA 169,173,141,216,15
30 DATA 169,1,141,195,14
40 DATA 32,132,255,96
```

Type LOAD (RETURN) and push PLAY to LOAD in the first part of the game ad when the READY prompt appears, enter the following:

POKE 1011,44
POKE 1012,1
POKE 306,(1-250) size of bonus.
Run (RETURN) will LOAD and run the game.

● continued ▶

ATARI ● ATARI

One way to complete **Mercenary II — The Second City** on the Atari is, according to **Gary Whitehead**, of Bolton, to collect the Novadrive and take it to the Interstellar ship which is hidden in the city.

To find the ship you must find tne maze which is through the plain door off the hanger at Location (13-08). Once through the door you will be in a green room with four doors.

Take the left door into a four-doored blue room. Take right door into green room and then right into blue room. Turn round and exit through the door you have just entered. You should now find yourself in a green room with four doors.

Now take the right door into blue four-doored room, then right into green room and right again into purple room which has a pass in it.

Take the pass and exit through one-way teleport and then take the pas to (08_**) and climb to 5,000 feet and look down. You should find an elevator which you can operate with the pass. Go down and you should find the ship.

Here's a magical hint from **Andrew Waller** of New Eltham, London, for the Atari version of **The Price of Magick.** When you die, says Andrew, the game should say "Restore" or "Restart"

Type "restore" or Restart" several times and the lenslok should appear. Type only incorrect letters and not the correct code. After the lenslok is finished you should be where the game ended — with about 245 stamina points.



BBC ●

The excellent **Citadel** on the Acorn Electron continues to attract a lot of interest. These hints come from **Paul Drew**, of Manchester.

Crystal one is in the room above the main hall. The second crystal is in the Witch's House. To get in, bounce on top of the roof using the trampoline. Go on top of the chimney and jump up.

Before you can collect the crystal you must kill the Witch. To do this get the green skull from the West Tower. Jump over the cauldron and it will fall in. Do the same to the magenta bone and the cyan bone from the Pyramid. The Witch will die allowing you to get the crystal from the room below.

The third is in the lab which is down the well.

To get it you have to collect the ice crystal from the cellar and go to the East Tower where the green key is.

The water will be frozen so you can get the key. Take it to the well wheel and pull the lever.

Then get the cannonball from the mountains, the powder from the west wing above the arena and go down the well.

Go right at the screen second from the bottom of the well. Walk into the cannon which will knock down the wall and you can get the crystal.

The fourth crystal is in the cental tower. First go to the screen next to the tower and throw the switch.

Next go to the top of the East Tower and fall off diagonally getting killed by the monk, again fall diagonally and you will land on the blue wall.

Go left and pull the lever.

Now move to the screen left of the Central Tower and jump on to the platform. When it is at its highest point jump right to land higher on the Cental Tower.

Go into the C and you will get transported to where the fourth crystal is.

For the last crystal get the "Tutankhamen" heads. Go into the pyramid by going left where the top serpent is and following an invisible trail to the entrance. By dropping the heads in the first two screens you will stop the mummies attacking you.

Get the chicken from the freezer and cook it in the kitchen. Take it to the temple past the star port until you come to the ocean where the muliticoloured ball stops you.

Collect the statue and take it to the bottom of the pyramid where the last crystal will appear.

Other Electron tip from Paul's collection are:

Beach Head: When you go to meet your enemy fleet move your cross to the big open gap where a white line stops you going back out again. When you have defeated the enemy fleet you can go back through the secret passage and fight the enemy fleet again. This can be done as many times as you wish and it greatly improves your score.

Yie-Ar Kung Fu: Knocking your opponent out at the same time as he knocks you out gives you, for some reason, somewhere in the region of 200,000 to 300,000 extra points.

Way of The Exploding Fist: On levels from third Dan upwards a way that never falls is as follows: Press *ESCAPE* and X to perform a foot sweep.

When your man goes in the crouch position ready to perform his sweep, your opponent should jump up in anticipation of your move. Before you have a chance to finish your foot sweep press ESCAPE' and D to do a sidekick. This method has taken me on to tenth Dan and has achieved very high scores.

Alan Ball, of North Humberside, pleads for more and more BBC POKES. Here's his offering. Can you do better?

Planetoid: Press ESCAPE after loading all parts and type ?&276B=&99:GOTO 200 and press RETURN. This gives you 99 lines and smart bombs.

Meteors: Again press ESCAPE after loading all parts of the game and type ?&1711+36°GOTO 400. This gives 36 lives. Any moreand the program will crash.

BBC Model B owner **Salmaan Siddiqui,** of New Southgat, London, sends these POKES for **Rubble Trouble.** ?&24355 No of lives and ?&2435=&7A for infinite lives.

PSST! Pass the word on about **Superior Software's Repton**. BBC-type person **Tim Matthews**, of Bollington Cheshire, has sent I.D.E.A. Central all the passwords to the game.

Here goes: screen a) Screen one (b) Chameleon (c) Terrapin (d) Sidewinder (e) Gecko (f) Python (g) Salamander (h) Iguana (i) Cuttlefish (j) Octopus (k) Giant clam (l) The Kraken.

Can anybody help **Salmaan Siddiqui,** from New Southgate, London, who needs help with **Elite** on the BBC Model B.

How do you get into witch space with the Thargoid on purpose? Is it possible and if so how do you do it?

Any Elite addicts who can help should send their advice quickly to I.D.E.A.S. Central.

Meanwhile Salmaan sends these extra lives POKES:

Snapper: ?&FDD=*
Meteors: ?&1711+*
Monsters: ?&1F04+*
Chuckie Egg: ?&¼BFD=*
Killer Gorilla: ?&1138+*

Remember * will equal the number of lives you want.

Poor old **Rodney Patrick** of Stockport, is well and truly stuck while playing the BBC B version of Ultimate's **Nightshade.**

"I was wondering if you know of an infinite lives POKE or listing which works successfully with Nightshade or if you know of someone else who could possibly provide a solution to my growing burdon?" pleads Rodney.

Well, can anybody put him out of his misery? Write in without delay and tells us.

JACK THE NIPPER

Gremlin Graphic's Jack the Nipper, C+VG's Game of the Month in September, is naughty but nice.

Mark Jakes, 16, from Sandy, Bedfordshire, has cracked the game on the MSX. But he swears his hints and help will be of use for the game on other formats. This is from **Matthew Wilkinson**, of Sutton Coldfield, in the West Midlands.

● Pick up the peashooter from the shelf in the room. Go to the 'I. Bloom' shop, shooting as many people as possible with your shooter.

● As soon as you enter the shop, jump to the right to avoid the moving plant. Jump up onto the shelf on the right and pick up the second lot of bottled weedkiller.

● Go to the end of the street and leave it by going through the gap in the wall. Go to the end of the next street as well and do the same. Now go left until you get to the cemetery. Shoot the two moving ghosts before they chase you. Now move one more screen left and you will be in the carden. Drop the weedkiller and leave when the screen stops flashing. Go back into the cemetery and shoot all three ghosts. Take the bag of fertilizer and drop it in the garden.

● Now quickly go to the left again util you see a key. Pick this up and go to the bank — which is on the same street. Drop the peashooter outside and then go inside and drop the key. Now (this is quite difficult to explain) go towards the secret passage so that half of Jack's body is in line with the wall. This prevents him from going into the tunnel, but allows him to pick up the floppy disk.

● Now leave the bank carrying the floppy disc. Go to the 'Playskool' and pick up the potty.

● Go to the china shop, leave the floppy disk outside. Go in and jump up onto the shelf. Pick up one plate and drop it so it smashes. Now drop the potty so it too smashes. If you like you can now pick up the other plate and drop that as well. Leave promptly not forgetting to pick up the floppy disk drive you left outside.

● Make your way to the technology research but on the way go to the policy station and pick up the battery.

● Go inside the technology research and jump up so you are standing next to the computer running the factory. When the screen stops flashing you can drop the disk.

● Go to the 'Just Micro' shop and drop the battery in front of the mirror-like object. Now go outside and drop the battery properly.

● Go to the Playskool again and pick up the clay. Leave and then make your way back again. Go into the play room and drop the clay anywhere, but make sure you leave quickly.

● Go one screen to the left and enter the 'laundrette'. Pick up the glue. Leave and go to the police station. Go inside and then into the jail. Pick up the weight. Leave.

● Leave this street through the opening in the wall and you'll find yourself outside the denture shop. Go inside and jump on one end of the conveyor belt. Drop the glue and leave quickly.

● Go left one screen and enter the 'Hummo Sock' shop. Again, stand on one end of the conveyor belt than after the screen has finished flashing, drop the weight and leave.

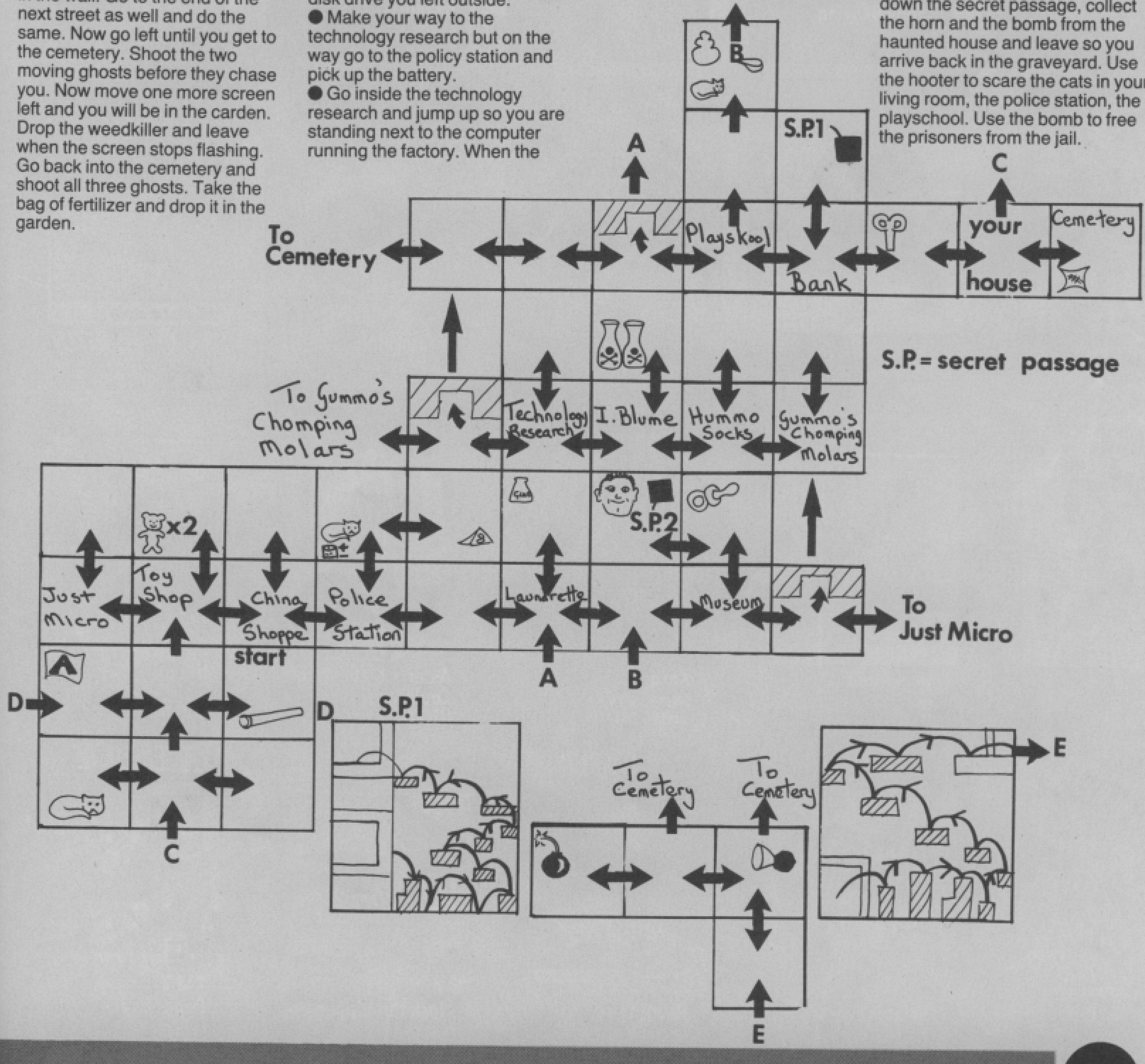
● Leave the street and go to the bank, pick up the key and go inside. Drop the key and enter the secret passage.

● Pick up the washing powder and the credit card.

● Go to the 'Laundrette' and jump up and down in front of each machine causing each one to overflow. Drop the powder and leave quickly.

● Go to the bank and jump up at the credit machine, this will go wrong so that you can drop the card.

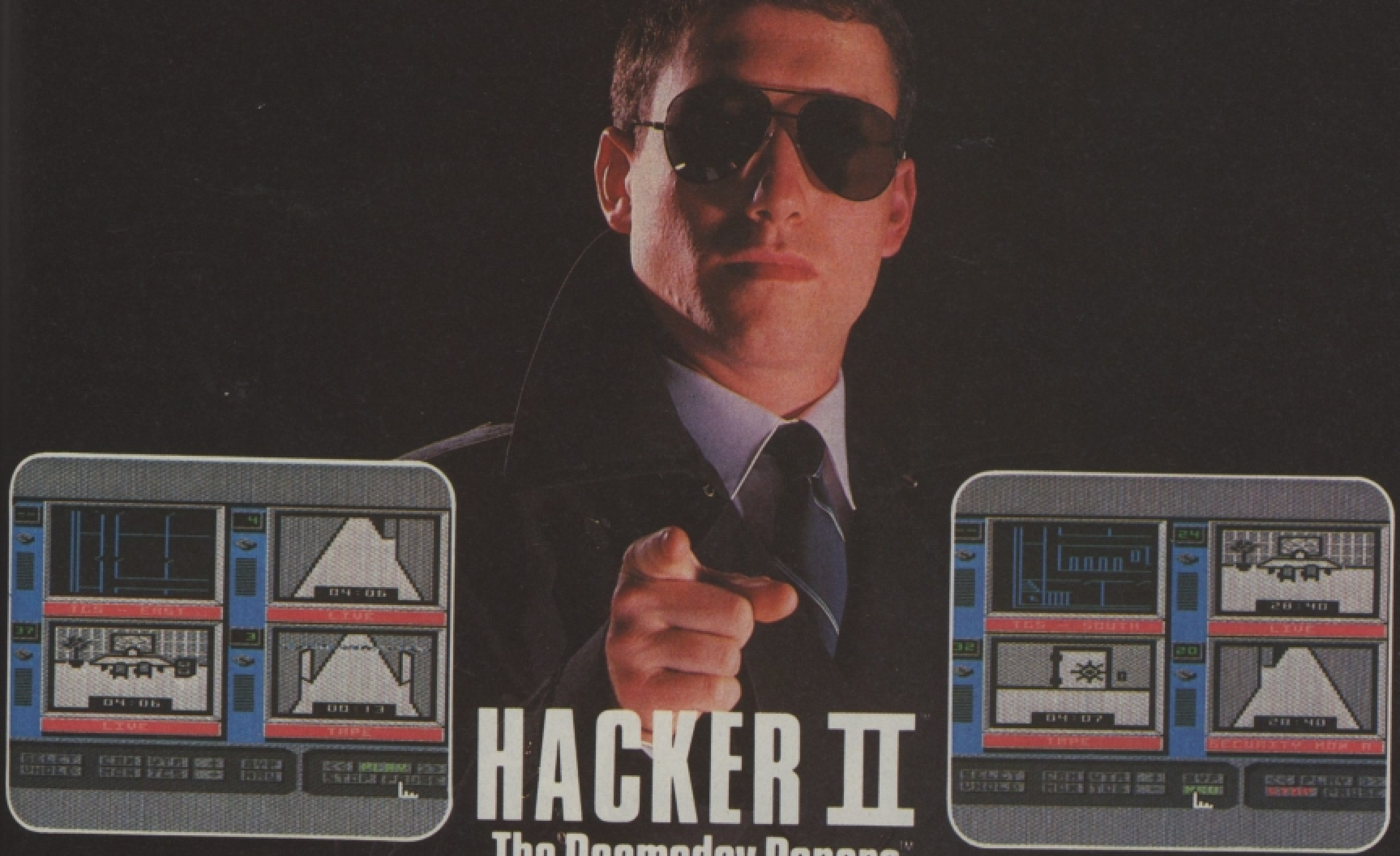
● Go inside and pick up the key. Go to the museum, pick up the statue and drop it so it smashes so that you gain more points. Go down the secret passage, collect the horn and the bomb from the haunted house and leave so you arrive back in the graveyard. Use the hooter to scare the cats in your living room, the police station, the playschool. Use the bomb to free the prisoners from the jail.



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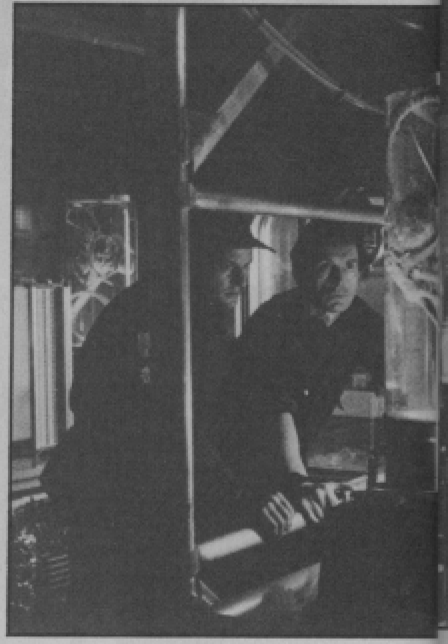
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F•I•L•M•S

LABYRINTH ● ALIENS ● HIGHLANDER ● BIG TROUBLE IN LITTLE CHINA

● ALIENS



Fantasy film fans are in for a real treat this autumn. There's a whole host of action packed movies coming your way in the shape of aliens, mystical martial artists, Scottish time travellers and even a duck! Just when you thought it was safe to back into your local picture palace to . . .

How about this for a spectacular line up of entertainment on the silver screen? *Labyrinth* starring David Bowie, *Aliens* — the follow up to Ridley Scott's *Alien*, *Highlander* — a tale of time-travelling immortals, *Big Trouble in Little China* — martial arts mayhem in San Fransisco, *Howard the Duck* — George Lucas takes on a cult comic book characters, *Solarbabies* — sci-fi adventures on roller skates! All that plus a couple of science fantasy videos *Explorers* and *D.A.R.Y.L.*

Don't know about you, but it looks as if the entire C+VG team are going to be spending the next few months stuck in the back row of the cinema living off a diet of dodgy popcorn and ice-cream.

Four of the above films will have computer game tie-ins. That's *Aliens* and *Big Trouble* coming from Electric Dreams, *Labyrinth* from Activision and *Highlander* from Ocean.

LABYRINTH

Let's kick off with *Labyrinth* — David Bowie's collaboration with the Muppet man Jim Henson. Bowie plays the shapeshifting Goblin King who rules the weird world of the *Labyrinth*, battleground of the goblin race.

Star of the film is Sarah, a young lady who wishes and wishes that her irritating younger brother could be whisked away by goblins or fairies. And funnily enough that's just what happens. Filled with remorse Sarah descends into the Labyrinth to rescue her brother from the Goblin King. Here she meets up with some of Mr Henson's creations — who include the cute Hoggle, Sir Didymus, the giant ludo and tons of assorted evil beings and creatures.

Labyrinth evolved from Henson's last feature film, Dark Crystal, featured on the front cover of C+VG many moons ago. Labyrinth features some of his even more sophisticated radio controlled creations.

The whole movie looks quite stunning and with a soundtrack by Bowie himself, will provide some stunning viewing. We'll be looking in depth at the creation of the Lucasfilm/Activision game based on the film in a future issue.

ALIENS

Next up is ALIENS, the follow up to the classic gothic science fiction horror film released way back in 1979. That film told the gripping story of the crew of a space freighter who discover an indestructible alien lifeform on a forgotten planet in the far reaches of the universe.

The new film is directed by James Cameron the same man who gave you Arnold Schwartznegger in *Terminator*.

Sigourney Weaver again plays Ripley, the Melissa Ravenflame of the silver screen, who defeated the awesome alien in the original film. You'll remember that Ripley escaped the Nostormo in a escape pod.

ALIENS finds her 57 years later drifting through space still dozing in her sleep capsule. She is taken to a space station orbiting high above the earth where she is horrified to learn that while she has been asleep the planet where the crew of the Nostromo found the alien hatchery has been colonised by foolhardy earthlings.

Ripley attempts to persuade the administrators of the danger. But, you guessed it, they don't want to believe her horrifying story. But the chiefs start getting a bit worried when all contact is lost with the colony.

Ripley agrees to go with a squad of highly trained space marines to the



● LABYRINTH



distant planet — and that's when the nightmare starts all over again.

Amazing effects, terrific attention to gritty detail, make this movie a worthy follow up to the original.

If you live in London you might just recognise one of the locations used by the filmakers. It's the disused power station at Acton, West London, which for the duration of the film became the Atmospheric Processing Station on the unhospitable planet of Archeron.

The interior was converted into a cavernous alien organic labyrinth by set designer Peter Lamont.

Such was the attention to detail that the director enlisted the help of British Aerospace who supplied some of the latest laser weapons technology for the space marines! ALIENS is coming your way soon. Don't miss it.

HIGHLANDER

And then came *Highlander*. Madison Square Garden. New York. 1986. Two men stand facing each other. One is dressed in jeans, trainers and a raincoat. The second man is shorter, stocky, with sunglasses and a pintstripe suit. Both men are holding broadswords.

There's real trouble brewing. These men have been around for centuries. They're both immortal.

Highlander is the story of Connor Macleod, and his bid to survive The Gathering. Unfortunately for us mortals, it's been decided that The Gathering shall take place in New York, in 1986.

Here, ALL the immortals will gather, and only one will be alive at the end. Whoever survives will decide the fate of the world.

Highlander is the latest vehicle for Christopher Lambert, star of Subway and the Tarzan movie,



Greystoke. Christopher has a tough time with our peculiar inflections accent-wise. Large chunks of the film take place in Scotland in 1536, requiring Mr L. to assume a voice so amazingly unnatural to him that he has to practically wrestle every syllable to the ground.

Not only does he have to speak in a strange accent, but he must keep his raincoat on nearly all the time. It just isn't the done thing to plod around dark streets with a sharp metal blade hooked through your belt.

The Kurgan has no such qualms. He is Connor's final enemy. Kurgan is played by Clancy Brown. As well as getting to wear the best outfits (amazing battered leather and chains in the present day, and a truly spooky skeletal battledress in the Scottish Highlands) and some cracking lines — like "Nuns — no sense of humour!" — he also has the most impressive sword.

On arriving in a seedy hotel, he goes up to his room and unpacks a wonderful component broadsword in the same way an assassin would assemble his rifle.

Russell Mulcahy's direction seems more at home in the dark and eerie streets of N.Y. than on the rolling hills of Scotland.

In order to appear normal, Connor must be seen to die every half-century or so, before assuming the identity of a dead child, and starting a new life.

It's not much fun, being immortal. Just when you settle down with your ideal mate, someone will discover that you can't die. Connor was banished from his Scottish tribe after such an event. Five years later, up pops Sean Connery and with little more than "You're immortal. Follow me!," they're off getting ready for The Gathering.

Although Mr Connery is far from the most prominent character, he is wonderfully flamboyant, and gives a memorable performance as Ramirez. The swordfighting sequences are masterfully executed, and decapitations are quite tasteful . . .

Highlander is a real adventure movie. The music of Queen which plays throughout fits well, and Clancy Brown gives the most, um, "memorable" rendition of New York, New York while taking Brenda Wyatt (as Roxanne Hart) on a tour of the city. Worth a trip to your local triple screen for!

BIG TROUBLE IN LITTLE CHINA

There's more mayhem in *Big Trouble in Little China* — which stars Kurt Russell, who you may have seen in the neat sci fi movie *Escape from New York*. Big Trouble is a sort of action adventure kung fu monster, ghost comedy story set in the wonderful city of San Fransisco.

Kurt plays a great character called Jack Burton — an All-American hero. He gets caught up in a web of inscrutable Chinese gangs who seem to have only one aim in life — killing each other.

The story of Big Trouble in Little China is based on Chinese mythology. These myths almost invariable concern human beings with magical powers, not gods. And according to this mythology, perpetual life on earth is accorded not only to the forces of good, but also to the demons of evil — those from Hell.

Chinese mythology is filled with such people as the Dragon King, the Monkey God, the King of the Dead, the Dark Warrior, the Green Dragon of the East and hundreds more.

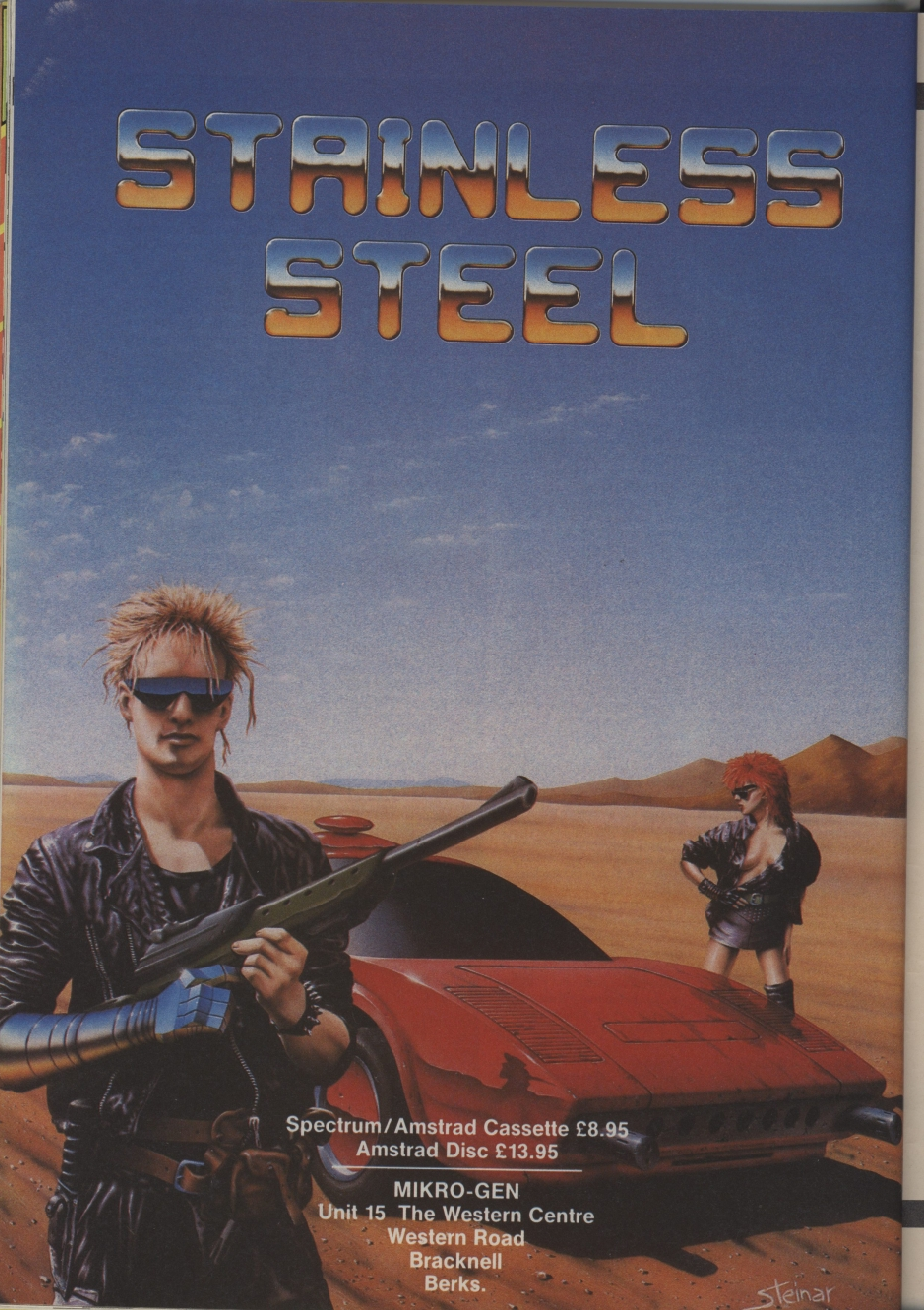
Big Trouble In Little China adds the evil Lo Pan, who's been around for over 2000 years, looking for a green-eyed maiden to free from an ancient curse and restore him to his physical body.

Jack's troubles begin when he accompanies his friend Wang Chi, a plucky restauranteur, to the airport to meet his future bride, who is kidnaped before their eyes by heavily-armed thugs.

In their pursuit of the kidnappers, Jack and Wang Chi acquire as allies Gracie Law, a local attorney, Egg Shen, an enigmatic tour bus driver who seems to know a lot about ancient Chinese magic for a tour bus driver, and Margo Litzenberger an eager but inexperienced reporter.

Together they do battle with an outlandish array of enemies, sporting names like Lightning, Thunder, Rain, The Wild Man, The Eye, The Sewer Monster, The Door Guards, Needles, Joe Lucky and One Ear — all under the command of the centuries-old Lo Pan. who is not your average villain.




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One of the most featured figures of Chinese legend, Lo Pan was subjugated to an eternal hell of fleshless existence by the first emperor of China, Qin Shi Huang, over 2000 years ago. He has the power to transform himself from a wheelchair-bound old man to a youthful, seven-foot-tall mystical menace.

The places Burton and his friends are led in their rescue are equally eerie and mind-boggling. They must visit — and survive — the Room of the Upside-Down Hell, The Honorable Hall of the Infernal Judge, The Mansion of the Disloyal, The Hell of the River of Ashes, The Spirit Path, The Iron Basin and The Great Arcade.

Big Trouble is a fun film — packed with action and laughs. Jack Burton is a truly terrific character. Could their be a sequel?

HOWARD THE DUCK

This is a strange movie, having read the comics this film is based on, I can tell you that the original flavour is still there.

A normal, average duck gets transported by laser from his own planet, Duckworld, across the Cosmos and dropped into the middle of Cleveland, Ohio. Cleveland is, apparently, the armpit of America and it takes Howard little time to find himself in big trouble — and there's plenty of that. This film has a little of everything.

Countless punch-ups, an all-girl rock band, car chases, truck chases, microlite chases, the obligatory over-the-top special effects from Industrial Light and Magic (of Star Wars, Indiana Jones fame.) Poor old Howard has to also deal with a well hideous monster, dim policemen and — as if Howie hasn't got enough on his plate — it's duck hunting season too!

The funniest scenes by far are those involving the villain, a human scientist, possessed by an off-world demon intent on destroying all human life.

TRANSFORMERS

The battle between the Heroic Autobots and the Evil Deceptiocons continues in this animated movie, based on the adventures of Transformers toys.

Daniel — a mere earthling — and his Autobot friend Hot Rod are caught up in the battle when the Decepticons, led by Megatron, attack Earth-based Autobot City. Megatron, badly injured in the fight with Autobot leader Optimus Prime, returns to the Decepticon base, only to be 'ejected' into space by his 'fellow' Decepticons.

Megatron meets up with the all-powerful Unicron and soon returns, powers fully restored, to pursue the Autobots.

Featuring the Dinobots, the Sharkticons and the excellent Junkions (with Eric Idle as the voice of Wreck-Car), the Transformers smash their way through this non-stop-action-packed movie.

SOLARBABIES

Solarbabies is all about a bunch of orphans forced to play skate-ball, a game which is a mixture of Rollerball and Rollerhockey. They live in a society dominated by the Energy Protectorate, which controls all the water on a drought hit Earth. During one game their mascot Daniel discovers an object called Bodhi — which they later find might possess the power to overthrow the Protectorate.

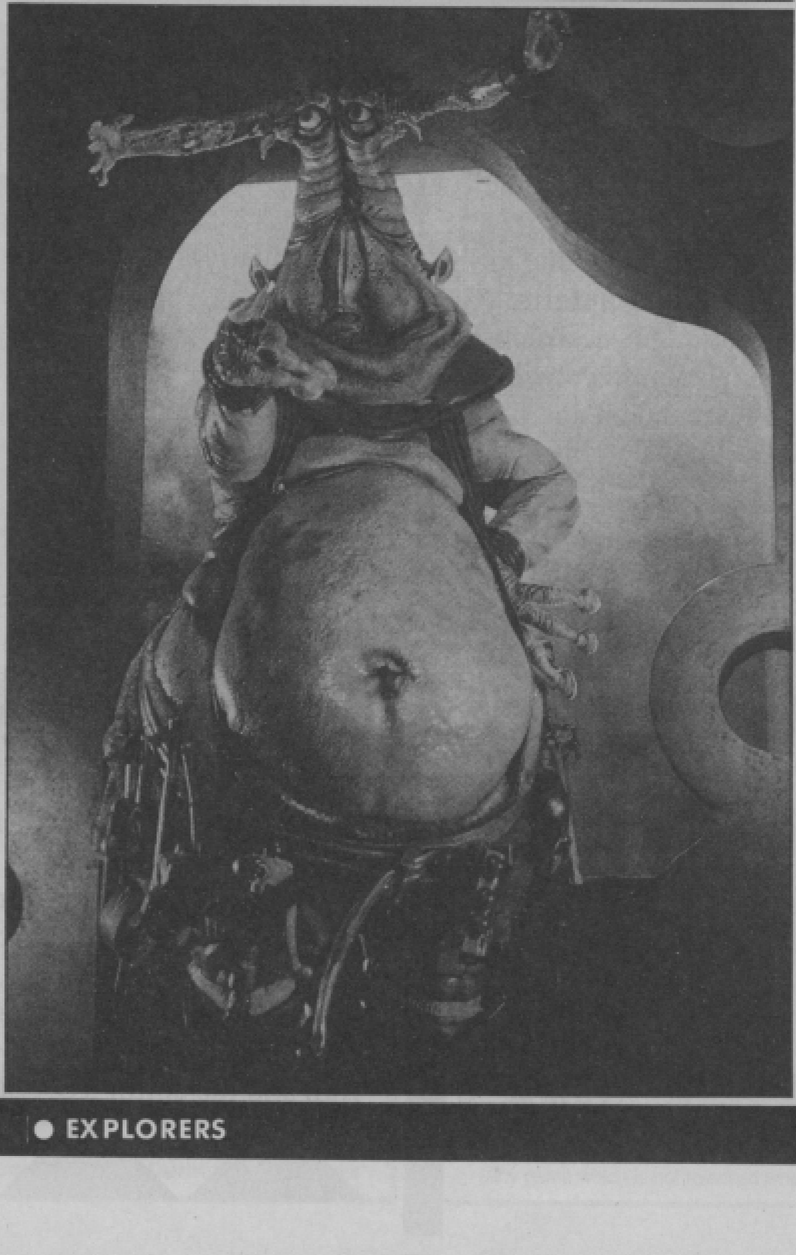
This kicks off a mammoth chase with the Solarbabies being persued by the forces of evil as they dash across the cursed Earth encountering many awesome enemies.

EXPLORERS

On the video front watch out for Joe Dante's *Explorers*. Surprisingly, it's not being released for the cinema. It tells the tale of a bunch of whizz-kinds who build their own space ship out of scrap and travel off to a planet where they meet Wak, Neek and a whole bunch of wacky aliens. It's a fantasy adventure with some fun special effects. Worth renting from your local video shop.

Also on video is D.A.R.Y.L. You can read more about elsewhere in this issue. You can win a copy of the movie on page 106!





● EXPLORERS

V•I•D•E•O•S

EXPLORES D.A.R.Y.L.



D.A.R.Y.L. COMPETITION

On the face of it Daryl looks like an ordinary all American boy. Cute, clean-cut and very wholesome. Just like C+VG's editorial team, in fact.

But Daryl has a secret. He's not human at all. Daryl stands for Data Analysing Robot Youth Lifeform. And that explains why he's been "targetted for destruction".

Interested in what happens next? Would you like to win the video of the film? Then just read on and find out all about this great C+VG/RCA/Columbia competition.

But first back to the plot . . .

The film opens with Daryl wandering alone in the hills following a hair-raising car chase and crash. He is fostered by Joyce and Andy Richardson, a couple unable to have children of their own, who soon grow to love him.

But who is Daryl? He cannot remember anything of his past but is obviously a *very* special child. Once he learns something it is always done to profection — he is a mathematical genius, a computer wizard, a brilliant baseball player and he plays the piano like Rubinstein!

One day Daryl hits a home run in the Little League baseball game and his picture appears in the paper. Then out of the blue Daryl's "real" parents arrive to take him home.

What follows is a battle for survival as Daryl tries to unravel the mystery and discover the truth about himself.

Now for the competition details. We've got 20 copies of D.A.R.Y.L. to give away as prizes thanks to RCA/Columbia Pictures Video UK.

Here are the titles of four science fiction films all jumbled up: RYLDAR. EKTR RATS. IENSAL. SRAT AWSR.

All you have to do is unravel them and send your answers together with the printed coupon to D.A.R.Y.L. Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date for the competition is October 16th and the editor's decision is final.

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tempo staccato accel.

staccato cresc. decresc.

CLEV

Ever wondered who the people are who are responsible for the jingles on adverts which drive you completely barmy? Well, Jim Douglas thinks that Clever Music has a lot to answer for. . .

Entering the studio of Clever Music is quite an experience in itself. The room is semi-soundproofed, with no windows. It's pretty disorienting, as you lose all track of time. The sheer amount of equipment is impressive. Heading the bill is a Commodore 64. Then there's a Yamaha CX5 ("The little brother of the DX5") and a YK10 keyboard. A 21 band graphic equalizer, noise reduction unit, compressor, amp and a hand-held vacuum cleaner also help to make Clever Music one of the most innovative companies around when it comes to sound production.

During my visit, Robert Hartshorne,

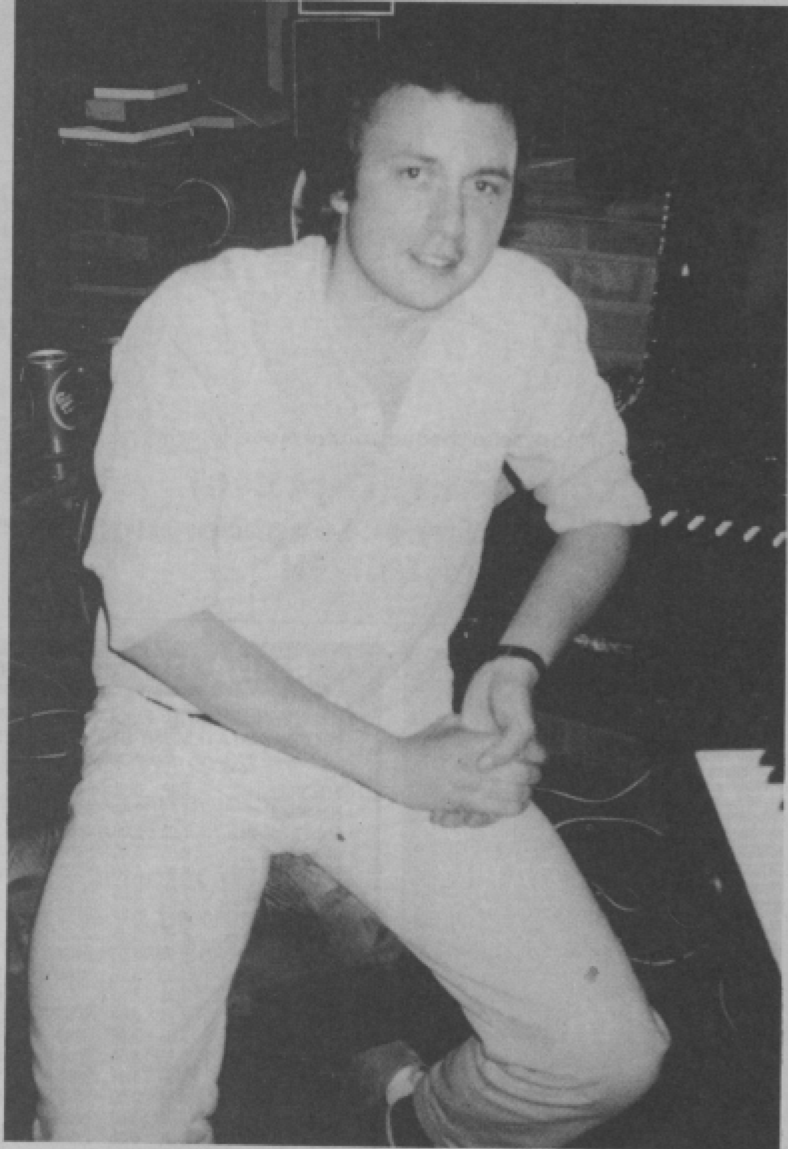


Clever Music's producer, showed me around, and while twiddling various knobs, answered some silly questions. Robert is half of the company. The person who was sensible enough to be away when I turned up was Graham Jarvis. "He's the electronics whizz," says Robert, knowingly.

As well as some rather impressive names in the advertising field, Robert and Graham have a long list of game tunes to their credit; Rocky Horror, Blade Runner, Space Doubt, Wizardry, Ian Botham's Test Match, Gyroscope, Back to the Future, Spindizzy and Tubular Bells.

The company has been around in its present form for around a year now. They work from a converted bar underneath an estate agent's somewhere in Sunny Tooting.

Firing up a large Philips TV, Robert



● ROBERT HARTSHORNE

proceeded to explain how everything works. The CX5 is linked to the Commodore, which, in turn, is linked to a tape deck. This is the place where the sounds which cannot be created by "normal" methods are created. It all looks rather similar to many of the music programs which are available on the market today. Once they've made up the sound, it's time to make up the other tracks, before putting them all together through the mixing board and tape machine.

I was trying my best not to look too baffled. After this, Robert decided it was time for a musical demonstration. Rummaging around for a while in a large leather bag, he announced that he'd play me their demo tape. Shortly, he emerged from the holdall and slid the tape into part of the stack of equipment occupying some rather precariously balanced shelves. The tape is pretty amazing. A truly professional job, it has an entertaining piece of conversation between each tune, explaining what the following sounds are all about, as well as keeping the listener amused.

According to Robert, "Tunes, beat and rhythm count". Listening to his music, I can well believe it!

"When I listen to that," he says with a slight grimace," "I immediately think that it's too cluttered." I, of course, thought it was wonderful. On further listening though, I could begin to see what he meant.

"After a while, you get too close to the piece that you're working on". This is beginning to sound like Rob Hubbard! "And then you lose your critical factor. You end up sticking loads and loads of effects on, and muck it up in the process.

"The way to expand with game soundtracks is to produce just that — a soundtrack. In Rocky Horror, we had an individual tune for most of the characters. It's better than just having a single tune that plays on and on."

Like every programmer, Robert has had his disasters. "During the completion of the music for Back to the Future from Electric Dreams I found myself looking at the screen, and the disc was going round for a very long time. There was just nothing I could do.



We lost the whole lot."

Their entire store of CX5 sounds was erased recently. They are still being re-created. Slowly.

While I tried exceedingly hard to avoid dropping Muesli biscuit crumbs into any important equipment, I asked

tempo staccato accel.

staccato cresc. decresc.

staccato cresc. decresc. tempo staccato accel.

VER MUSIC



Mr H what he thought of compact discs. "Oh, they're going to be the 'next big thing', aren't they? I think all the library music will be stored on them."

Graham and Robert have aimed themselves toward the middle-to-lower price range in advertising terms. There isn't much point trying to attack the larger companies at the moment. He's a little sceptical when it comes to 'inspiration'. "We write to order. We like to think that we can produce quality music to a timescale and usually to a budget."

He is very honest when talking about what is and is not possible on a computer. "You can't synthesize a real instrument on a computer. It's not worth the effort. As long as the sounds which you produce are pleasant to listen to, it doesn't matter if they sound like a guitar, or whatever, or not."

The duo worked extensively on music equipment development for the Enterprise computer. "That was a bit disastrous", admitted Robert.

Their partnership with CRL on a lot of their computer-oriented music has seemed most successful. Assuming his most mysterious voice Robert announced: "There will be more along those lines soon!"

I quizzed Robert about the number of speakers which occupy the room. Surely there was no need for so many. "The reason we've got so many is so we can heard what the music will sound like through different mediums. There's not much point listening to a radio advert through a pair of fantastic speakers, as most people will hear the music through a portable radio." They've got a set of speakers to emulate just about very type of output; radio, TV, stereo system or Walkman ("the ultimate test!").

Many people would like to get involved in the music business, Robert started saying. "When I was about 13 or 14, my mum put me down for piano-lessons. The first record I ever bought was The Monkeys. I like anything that's good. It can be anything from Gary Glitter to Dire Straits. I certainly don't like crass disco stuff, though."

The demo tape finished, Robert gave a satisfied little huff and removed the cassette. Glancing around the room, my eyes fell upon a couple of storyboards for advertisements. "Ah, this one," said Robert, motioning toward a sheet pinned to a large board in one corner, "was for the BBC originally. It's for the World Cup. Unfortunately, it ended up on TVSW. We tend to do a lot of stuff for regional areas. The lower-middle range of the market."



Storyboards are often considered a vital component in the business of composing a soundtrack. Everything has to be timed perfectly in order to "work" without a layout of what happened on the screen, Clever Music wouldn't really have any idea of exactly how to go about the project.

They have incorporated this idea into their demo tape. Two characters are discussing that a company wanted to have a cheer in one place (as a cheer sound in the background) and a roar in another (a roar is heard). It certainly makes more sense to have an amusing demo, rather than straightforward tape full of music. It explains that the company is versatile and capable of producing virtually any sort of tune.

From a Russian choir, to a deserted



desert island, from the World Cup to an employment agency — Clever Music seems able to simulate the lot!

Sometimes there are sounds which just can't be electronically constructed. In some instances (like a very "big" drum track) the sounds have a certain quality that is impossible to create. In such cases, the infamous use of sampling appears once more. Sampling — just in case you haven't already been told — involves making a recording of a sound, and then reproducing it through the synthesiser. In one extreme case, Robert had to sample the sound of a Calor gas heater being struck with something heavy. The sound was played backwards and — with a little electronic wizardy — was made to sound utterly musical!

Clever Music currently operate from a converted basement beneath an estate agents "Initially the place was going to be a bar, but then that idea was put aside. For a while it was rumoured to be an, um, place of ill repute."

In my brief excursion into the music world, I tried to understand the various types of synthesis which were available. "Emphasis is very good. You can simulate the difference in sound between a piano being played normally, or being hit with a sledgehammer."

After they realised — by their own admition — that they were too old and ugly to be pop stars, Graham delved further into the electronics field, while Robert became a songwriter for a while. He wrote a song for Shakin' Stevens which was, sadly, never recorded.

A man who has crossed America "coast to coast", visited most of Europe and lived in Australia for three years, Robert said that Graham has been to the Isle of Wight. "He thinks it's near Lanzarote!"

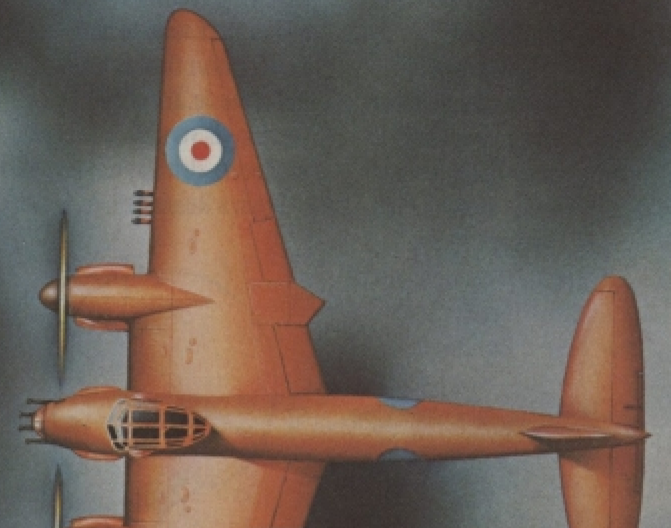
Clever Music seem to have cornered their own area of the market. With an increasing number of small companies being able to afford reasonable advertising rates, and more and more computer software houses requiring inventive and professional music to fit their games, it seems that they have secured themselves a livelihood for a long time to come.



staccato cresc. decresc. tempo staccato accel.

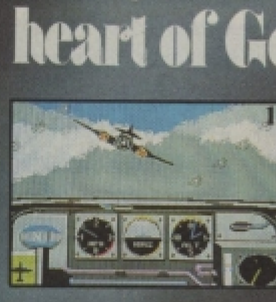
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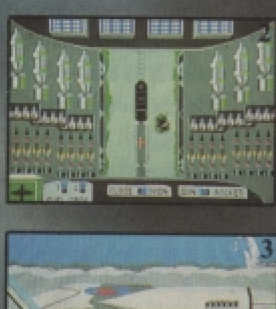
ACE of ACES



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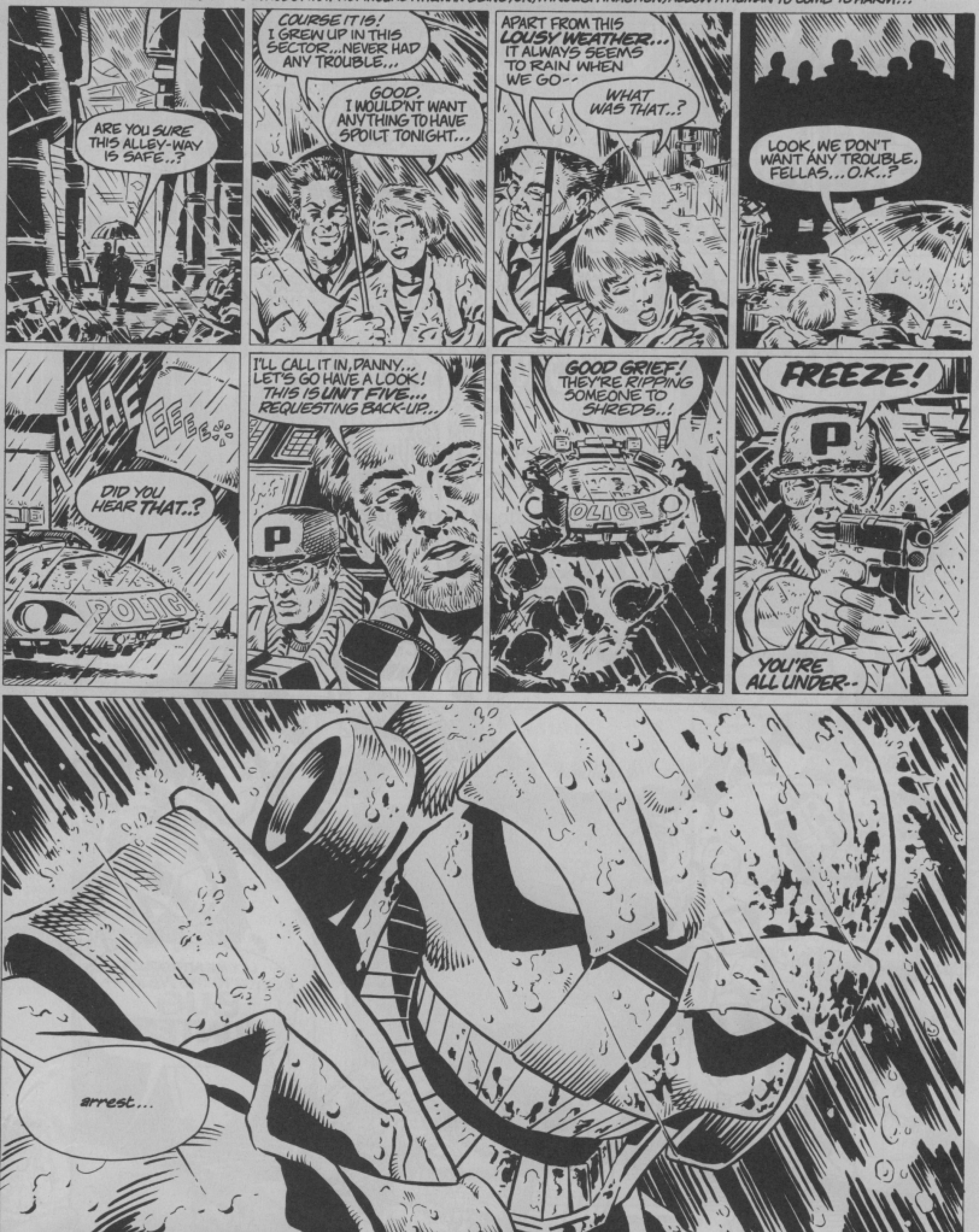
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THE STEEL MADNESS PART ONE

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*ROGUE ROBOT RUB-OUT SQUAD - ED.

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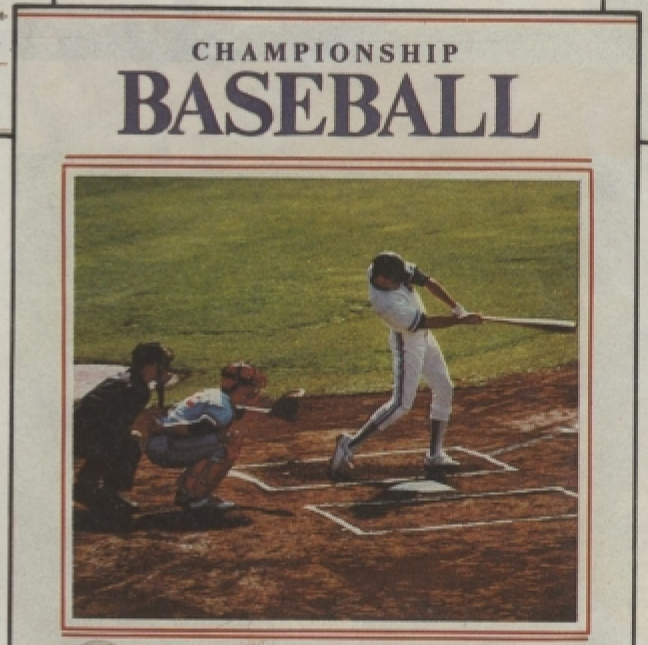


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For IBM, PC, PCjr, XT and AT and Tandy 1000. Coming soon for Apple II Series and Commodore Amiga.

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Designed and produced by Scott Orr; developed by Darrin Massens of Synergistic Software.

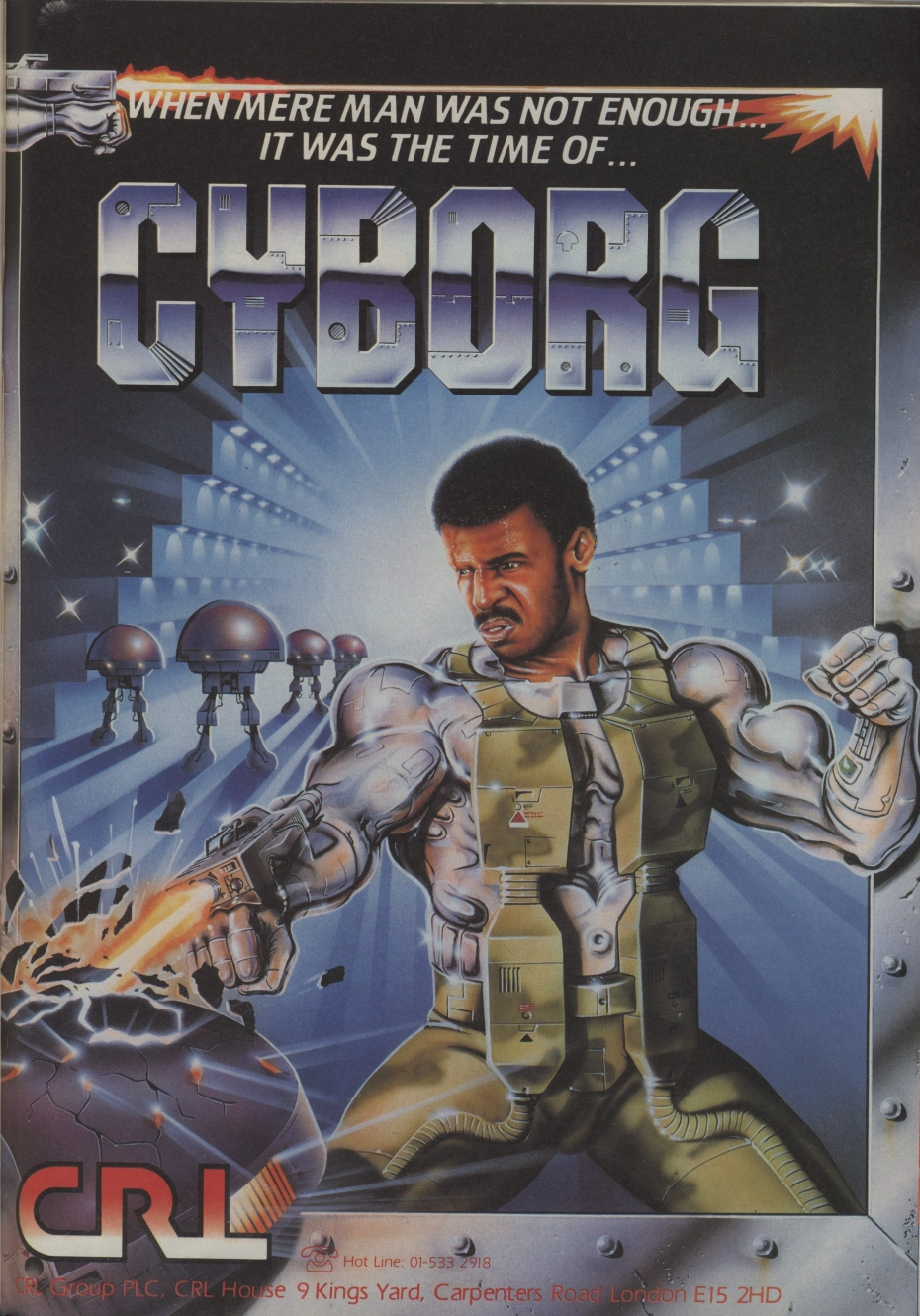
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GAMESTAR™


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GOOD EVENING, MA'AM.
POLICE
HE LOOKS TOUGH...
HE IS TOUGH.
B-CON YOU ALREADY KNOW. WE'VE, ER... ADDED A FEW ITEMS...
WE SURE HAVE. I'VE GOT MYSELF A NEW ANTI-GRAV UNIT WITH MULTI-ROLL CAPABILITIES AND TWIN 50mm LASER LOCK CANNONS...
NOT BAD EH?
SHUT-UP, B-CON!
AND WHO'S THIS?
THE NAME'S GRILL. I'M A PYRO-TECH. USED TO WORK AT IDEAS CORP. PETRO-CHEM. DIV.
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PUT IT ON SCREEN, OTISS...
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KWX NEWS
I'LL BRING YOU FURTHER NEWS AS IT HAPPENS BUT NOW WE'LL RETURN YOU TO TONIGHT'S RE-RUN OF THAT CLASSIC TWILIGHT ZONE EPISODE, ALVIN THE AEROSOL...
THE MILTON'S ONLY TEN MINUTES FROM HERE... WE'LL TAKE THE BUG-JET! LAWW, B-CON, YOU COME WITH US... THE REST OF YOU STAY HERE AND TRY NOT TO GET IN ANY TROUBLE...
AND WHO'S IDEA WAS IT TO CALL THIS THING THE BUG-JET?!
HHMMPH!
B-CON, NO SMART-ASS COMMENTS WHEN WE ARRIVE! MESS UP AND THAT CROWD WILL JUST AS LIKELY PULL YOUR LITTLE TIN HEAD OFF!
BOY, THAT MAKES ME FEEL BETTER ABOUT THE WHOLE JOB...
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Arcade Action again gets to grips with the latest fighting warrior game Rygar. Clare Edgeley also reviews Konami's sequel to the fantastic Nemesis — enter Salamander, the latest shoot-em-up to test your reactions.

● RYGAR

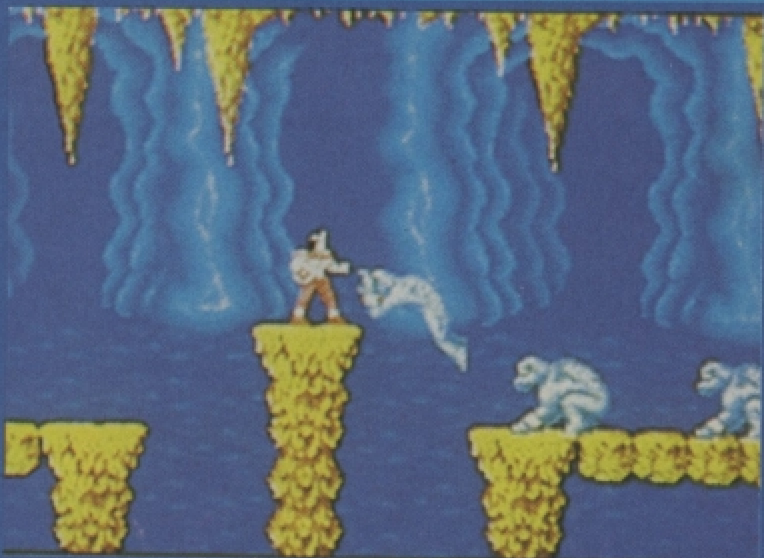
Set at the dawn of time, or rather a few millenia after dinosaurs prowled the earth, there was a nitwit called *Rygar*. I mean anyone who wants to fight off mutant beasties single-handed must be soft in the head.

Anyway, Rygar's the hero and you've got to help him achieve his lifelong ambition of world domination. The legendary Warrior has arrived, or so says the advertising blurb. For me, the Legendary Idiot has decided to make a wrong move.

The game is fiendishly difficult, especially if, like me, you've been blessed with two left hands. Every time I thought I was getting somewhere, a winged lizard would drop some suicidal horned beast from the sky and splat! I was flat on my back and very dead. Still there's always another 20 pence and a few more lives.

The nasties come in a variety of shapes and sizes, and move at different speeds. This can catch you out as you might be concentrating on putting an end to some legless Brontasaurus when a whooping gorilla puts an end to your legendary exploits. Concentration is the key. Luckily you have five attack moves, all made with a combination of joystick and fire button which copes with most of the monsters' antics.

A rotation attack is espically good for knocking lizards out of the flame coloured sky. It is the dawn of time, I suppose. This manoeuvre sweeps Rygar's arm in a 180 degree arc (he must be triple jointed!) and takes flying nasties unaware. The lower attack is great for dispatching lowly creatures like the Brontasuarus on stumps and the jumping attack will take the leaping gorillas off their guard.



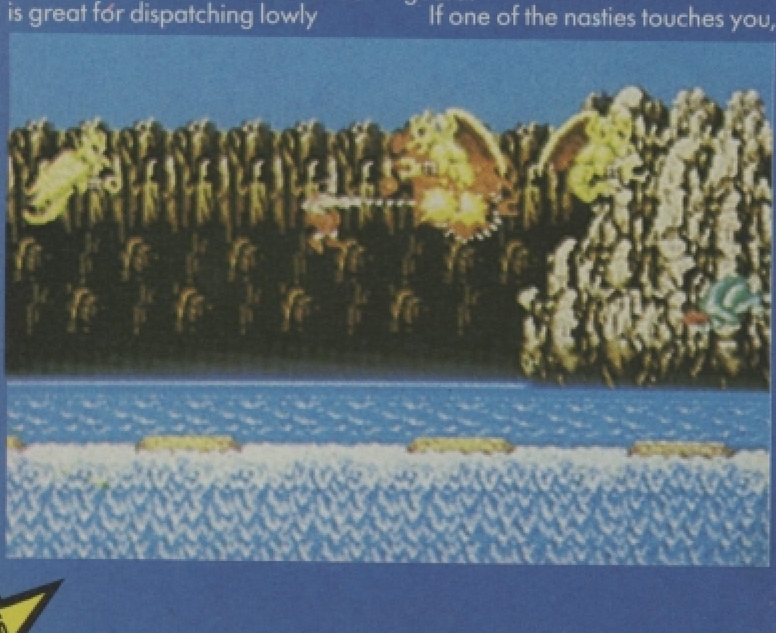


If one of the nasties touches you, your chips are up. However, I did find that you can leap on top of them without dying. Their touch only seems to be fatal if you've got both feet on terra firma.

A map at the bottom of the screen shows how far you've travelled through each section and there are 27 rounds to fight through with around 300 screens. It should take you a while to get to the end and prove you're every bit the meglomaniac you thought you were.

Rygar is extremely colourful with lots of punching action. Karate and Kung-Fu type games have proved their popularity and have been done to death. Tecmo, the manufacturers, have at least used the concept in a totally new storyline, with original graphics. And the best thing of all is there's no soppy girl to rescue.

Well worth a bash. I found it very tricky.



● SALAMANDER

Salamander is so like *Nemesis* that at first sight they could almost be one and the same game. The fact that both are manufactured by Konami comes as no surprise. Konami has already got one highly successful game in *Nemesis*, one can only presume they hope to repeat the winning formula with *Salamander*.

Whatever the case, *Salamander* is a fast space shoot 'em up and plays like a *Defender/Scramble hybrid.* Like *Nemesis* the idea is to fly from the left to right down a long tunnel and weave and blast your way through a whole bunch of assorted obstacles. By the graphics I'd say the same programmers worked on both games, yet they've managed not to duplicate too much.







You start off fairly quietly — though it's only a brief lull before the storm, so beware. Shoot up a few waves of flying nasties and pick up the green blobs they leave behind. These attach themselves to the tail of your space craft and offer multiple firepower. Those of you who've played *Nemesis* will recognise the feature.

You can pick up other blobs and what look like stray space craft to increase your speed, give missiles, force fields, lasers and ripple lasers. Ripple lasers are devastating, they swirl outwards in spiral loops with a huge destruction range.

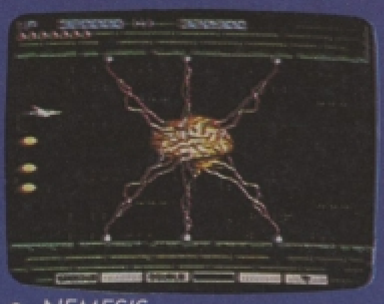
Many of the obstacles seem to be laced with red veins giving a horribly gruesome appearance. In other screens you'll find yourself blasting a bloodly path through a shapless mass of pink squidgy stuff looking like some creepy alien's flesh. Yuk!

Then there are the sweeping tentacles which waft down from the cavern's roof and floor to catch you. These have to be shot in the mouth before they disappear. You'll also find lurking in their shadow a space craft or blob which can't be picked up until the tentacles have been annihilated. Also watch out for the horns which shoot out from the sides like great pointed tusks just waiting to catch you off guard.

You've only got three lives as they're easily wasted. However, when you do get killed there's no annoying delay, a replacement ship appears instantly, though without the additional attachments like Ripple lasers.

A help in the initial stages is the voice-over which shouts instructions on what to pick up. At first, I couldn't understand what it was blathering on about but soon managed to decipher the blur into 'Pick up for multiple'.

The pace is fast, the graphics excellent and though *Salamander* loses out on the originality stakes, it's a good game in its own right. *Nemesis* fans should have no trouble with this one.



• *NEMESIS*





● GURIANOS

Great Gurianos! Two sword and shield fighting games in one month. However, there the similarity with *Trojan* ends, for Taito's latest release is a weird game of one-to-one combat.

Set in a star date light years into the future, the inhabitants of this mixed-up planet have been reading the history books. They've adopted the ancient Roman gladiator fights as a way of testing one's prowess with the sword. Battle to the death with a number of heavily armed brutes and prove you're not a wimp.

You start by clanking down a corridor wearing the space-age equivalent of a suit of armour — and boy do you need it!

Great balls of fire! What's this? A wave of flaming spheres rush upon you in formation; however, a spot of nifty joystick manipulation sets your shield in motion and blocks them. There's hardly time to breathe before your shield is needed again, this time to deflect the path of a steel arrowhead. If you're successful, it'll clang to the floor and earn you 2,000 bonus points when you step on it.

In the early stages of each level, before you meet your opponents you're given the treatment. To exhaust your joystick arm (pushing the joystick rapidly up and down moves your shield in the same direction) and to damage your armour, the enemy sends wave upon wave of objects down on you. Each time they connect, you lose a mask, a shin pad or some other vital piece, if an arrowhead gets through, you can say goodbye to one of your lives.

By the time you meet your first opponent, your ego is in tatters, your armour's dented and your arm's aching. Hardly a fit combatant. Luckily, the first baddie is fairly easy to dispatch. By using the three fire buttons, you can 'stab' your sword at head, chest and knee height. If you use your shield and look for a hole in his defence, you should have no trouble. Kill him three times, leap into the air with joy and stride on to meet the Lady Irene — a plump and dangerous maiden dressed in pink. Before you get to her, however, you'll have to deflect another set of objects.

Each new opponent comes with different scenery, a more tricky corridor of objects, and a meaner weapon. One in particular sticks outwards, like a giant-sized knuckle duster. Just the sort of thing you would find in the arena.

While you're fighting your aim, other than to kill your opponent, is to knock his armour off, leaving patches of bare flesh, thus making it easy when you go in for the kill. Unfortunately, I found it usually happened the other way round, and my opponent almost totally undressed me, so bad was my shield work. And using the shield to block the enemy attacks was one of the most tiring features of the game. The fast pumping joystick action is reminiscent of *Daley Thompson's Decathlon* and all those knackered muscles and joysticks.

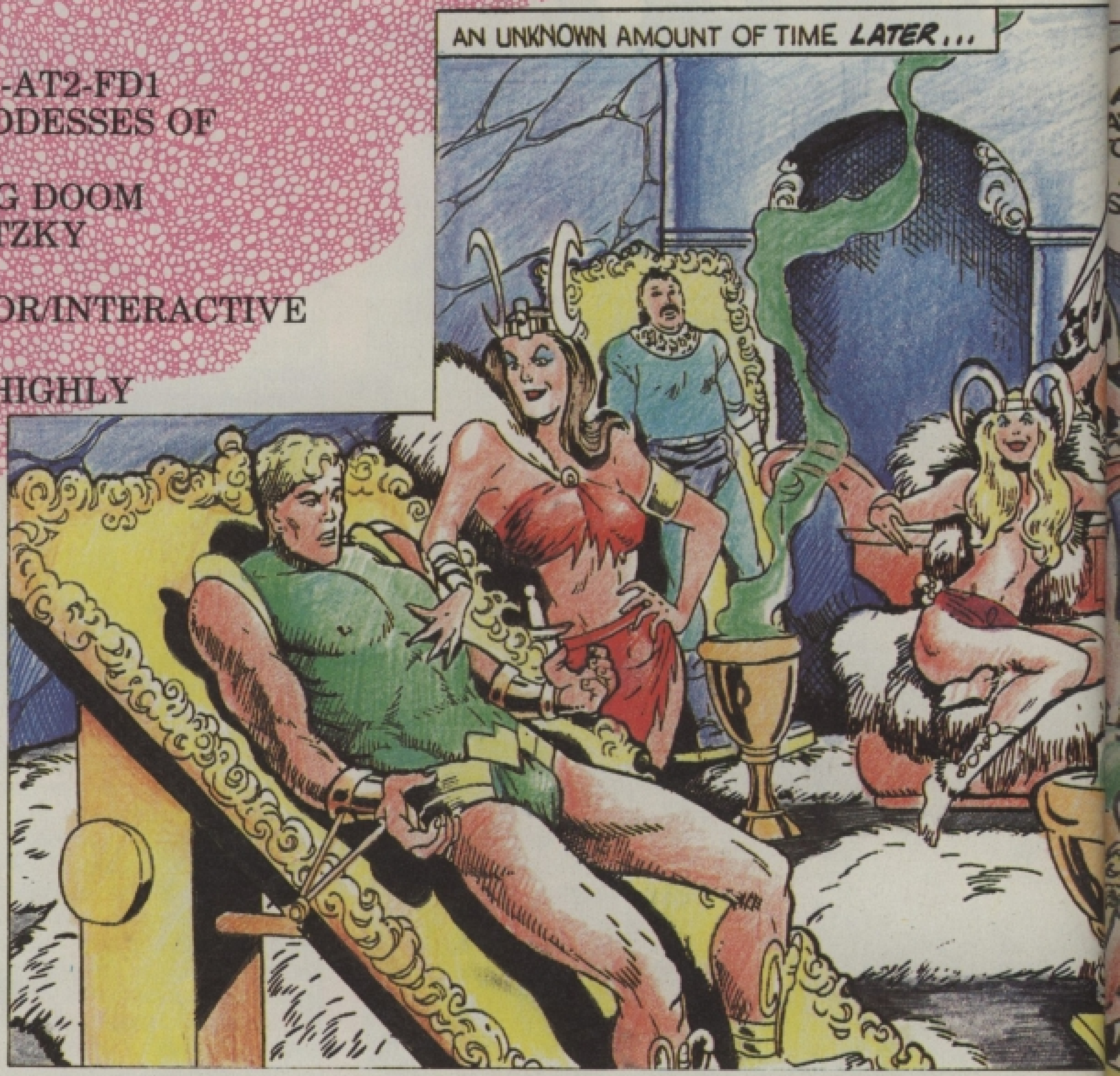
Great Gurianos is fairly simple but not particularly enthralling, and there are better games to play. However, it does offer a challenge, and tired though I was, I could not beat the wretched thing, I'd ow up to being a coward and not waste precious energy fighting a load of cloth-heads.

We need your high-score! If you have a good score on any machine we want to hear from you.

Write to High Scores, Arcade Action, Computer and Video Games, 30-32 Farringdon Lane, London EC1R 3AU.

**The following document is all that remains from a mysteriously destroyed building purported to be the headquarters of the United Nations Security Police. Please make this information public. It could be our last hope.
A friend.**

Meretzky's LEATHER



SECRET FILE# IC1-AT2-FD1
TOPIC: LEATHER GODDESSES OF PHOBOS
SUBJECT: IMPENDING DOOM
NAME: STEVE MERETZKY
AGE: 29
OCCUPATION: AUTHOR/INTERACTIVE FICTION
THE FOLLOWING IS HIGHLY CLASSIFIED

*Steve Meretzky is responsible for bringing the saga of the **Leather Goddesses of Phobos** to light. It all began in 1980 by watching his college room mate testing a new interactive text game called ZORK 1. Meretzky found this more intriguing than the curriculum at M.I.T., but finished getting his degree in Construction Management.*

He also got involved in testing ZORK 2 and 3, until one day when he was given the chance to write his own adventure.

*It became **Planetfall**, it became a success, it became what he wanted to do.*

*The next interactive jaunt was **The Sorcerer**, followed by **The Hitchhiker's Guide to the Galaxy** written in collaboration with Doug Adams.*

*Then came **A Mind Forever Voyaging**. Which takes us to the present, and to the wicked **Leather Goddesses of Phobos** who, for the sake of brevity, will be referred to from now on as LGOP.*

*Since retribution from the Leather Goddesses is probable, measures have been taken to protect Meretzky from recognition. He is wearing a disguise, and his voice is being altered through the use of a 1984 New Year's party horn. The following interrogation is being conducted by C+VG's ace American investigative reporter, **Marshal M. Rosenthal**.*

***C+VG:** How did LGOP become a reality?*

***Steve Meretzky:** Well, the way I work is that I have a bag of ideas. I take them out and go through them, and let others look at them and tell me what they think. Years ago, I conceived the name Leather Goddesses of Phobos. That's all it was. A great name that made people chuckle. But there was something about it that got remembered. When I was looking at the feedback from my last session of passing out ideas, LGOP was mentioned. The more I thought about it, the more I liked the idea of doing a humorous and sexy take-off of the lurid style of science fiction pulps of the early 1930's.*

GODDESSES







C+VG: *What was it about them that you found so appealing?*

SM: *The covers! They were great! The artwork was exciting and spoke of violent death and breathless romance. The stories were usually good, but it was the covers that grabbed your attention and got you to buy it. I decided that I wanted to write a story that was true to the artwork.*

C+VG: *Pretty different from* A Mind Forever Voyaging, *wasn't it?*

SM: *It WAS a change of pace. Mostly I work at the office, although I end up using the terminal at home. But LGOP was so much fun that it didn't seem like work. Everything went so well that I had a lot more time for other things, like spending time with my wife.*

C+VG: *Didn't she wonder about just what kind of research you were doing for the story?*

SM: *The truth is that you can never find a Leather Goddess when you need one! So I spent a lot of time reading books on the genre, and trying to ignore the strange warnings that kept coming in my dreams.*

C+VG: *What kind of warnings?*

SM: *Well — at times it seemed that the story was writing itself, with ideas and locations jumping from my fingertips onto the keyboard. Maybe I had tapped into the great collective unconsciousness which was trying to help me to warn others about the terrible threat of the Leather Goddesses. But the dreams got worse.*

C+VG: *Go on.*

SM: *It's 1936. I'm sitting in this really sleazy bar in some god-forsaken place called Upper Sandusky, Ohio. I'm minding my own business when — BLAM — I've been kidnapped and imprisoned by the Leather Goddesses of Phobos. They're picking up people at random to torment first, before subjecting the entire human race to untold erotic mayhem. I had to escape!*

C+VG: *How did you manage that?*

SM: *There was another prisoner there — from Alaska. Together we embarked on a series of amazing adventures.*

C+VG: *What kind of adventures?*

SM: *I mean danger, sex, suspense, terror, sorcery and Machiavellian machinations. Sword fights aboard alien spaceships. Fair damsels to rescue from heinous fates worse than death. Mystifying puzzles to solve and messages to decipher. Aliens and strange devices. We sailed the canals of Mars, hacked our way through the teeming undergrowth of the jungles of Venus, walked the deadly dull streets of Cleveland. It's a good thing we figured out how to use those Black Circles.*

C+VG: *What's that?*

SM: *You'll find out about that soon enough. That sucker's one handy form of transportation.*

C+VG: *Were you just trying to escape and save your own skins?*

SM: *No way. We gotta try to put together an anti-Leather Goddesses of Phobos machine. Otherwise they're going to make hash out of all of us.*

C+VG: *Tell us more.*

SM: *There are some pretty*

● continued ▶

exciting moments ahead, but I'm not one to kiss and tell. Let's just say that if the Sultan's favourably disposed towards you — well. . . he's got 8,000 wives. I even discovered the boudoir of the Leather Goddesses themselves. But then I woke up!

C+VG: *Too bad. But since you put all of this into the story, would you mind explaining the "naughtiness" levels?*

SM: *Well, there're three of them and they affect the descriptions found in the game. The levels let you choose just how much excitement you can stand. The really civilised folks will go for Tame (yawn) mode. Suggestive is okay, a bit like late-night TV. It's only in Lewd that the pacemaker warning goes into effect.*

C+VG: *LGOP gives you the choice of playing as a boy or girl, right?*

SM: *Absolutely. You decide right at the start. Since beer at the bar is only five cents a glass, it's plain that you're going to overindulge. You feel an "urge" which requires immediate attention. If you race off into the Little Girl's room, then that's what you are. Either that or very confused.*

C+VG: *Are there differences depending upon your gender?*

SM: *Haven't you hit puberty yet? Sure there are. The descriptions alter to suit your being masculine or feminine. You've also got your friend from Alaska to help you in defeating the Goddesses, and he/she is always the same gender as you.*

C+VG? *We've noticed that this person seems to get the short end of the stick a lot.*

SM: *You mean because he/she occasionally gets blown up or run over? I thought it'd be fun to have a bit of slapstick in the story. Besides, he/she gets out of trouble almost as easily as he/she gets into it, although the explanations are pretty far-fetched.*



C+VG: *Does the packaging include any clues or aids in the quest to defeat these menacing Goddesses?*

SM: *Absolutely. First, there are a series of scratch 'n' sniff spots. These odours are an important part in understanding some of the various areas and items that you run across. There is a 3-D comic book (including the red/blue glasses) relating the adventures of Lane Mastodon, hero of the future. Lane battles those LGOPs and whips them good. There're also clues in the comic that will help you. Finally, there's an invaluable map of the secret catacombs. For that we should have charged extra.*

C+VG: *Any truth to the rumour that LGOP has sparked a whole new division to be called Nymphocom?*

SM: *Well, I've been . . .*

SUDDENLY — A ROUGHLY SCALED TENTACLE APPEARS AND WHISKS MERETZKY AWAY IN A BUILDING FLASH OF GREEN LIGHT!!

Was it the Editor's tentacle that reached out to end a decidedly near the knuckle interwiew? Did that scaly limb belong to Mary Whitehouse? Or could it be the Leather Godesses themselves?!! All will be revealed in the next exciting instalment of C+VG. If they print us again after this . . . .

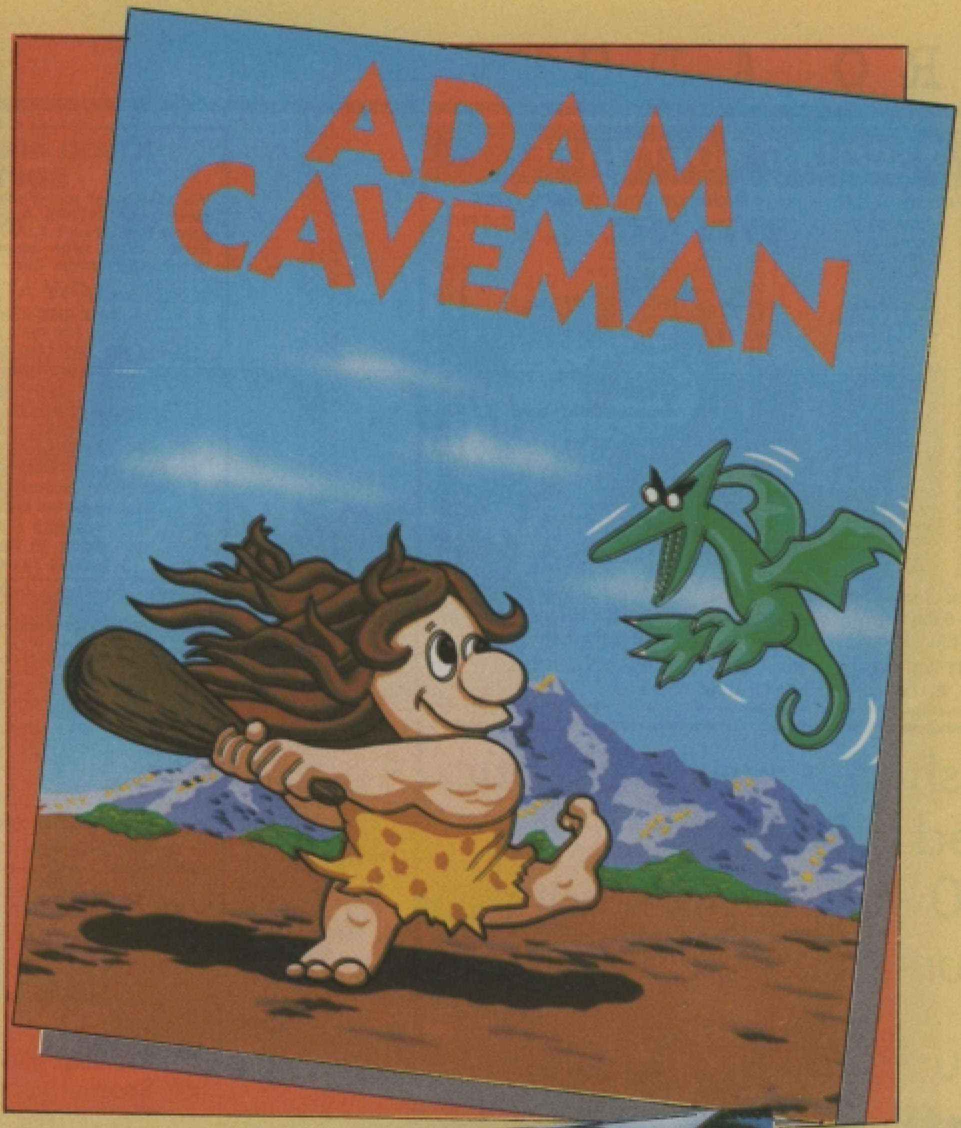
Author's bio: *Marshal M. Rosenthal's cover is that of an advertising photographer. Otherwise, he handles delicate interrogations for various publications domestically and abroad dealing in computers, video and high technology.*

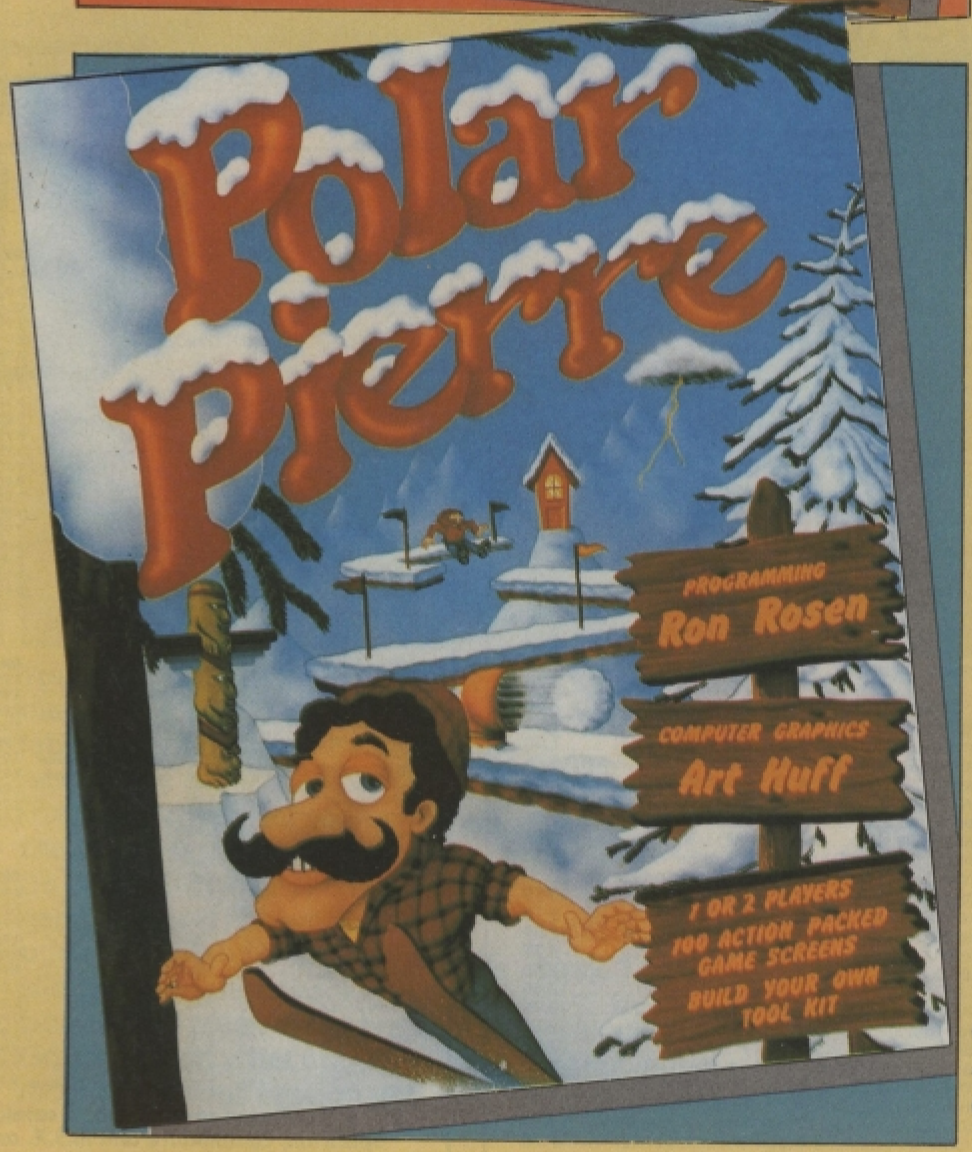
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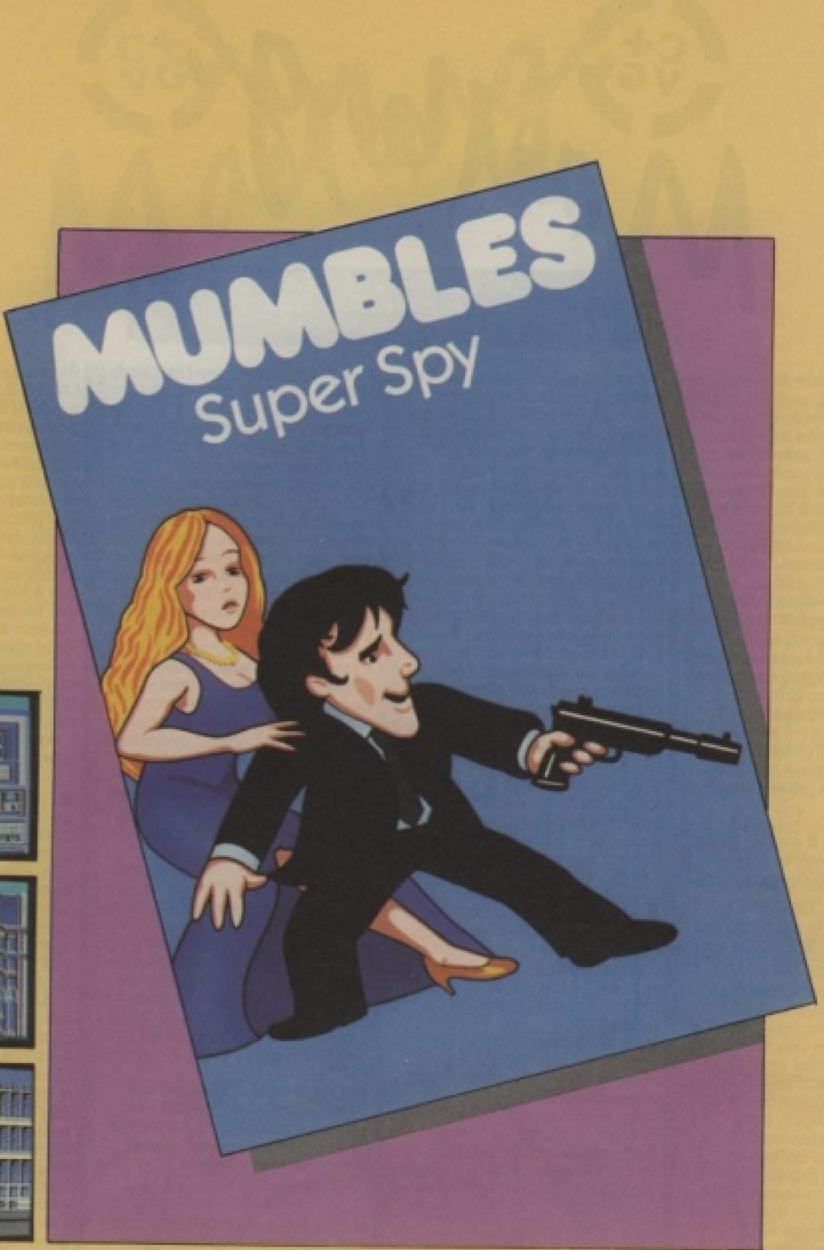
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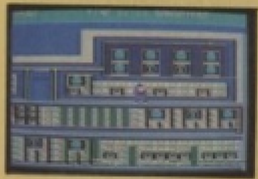
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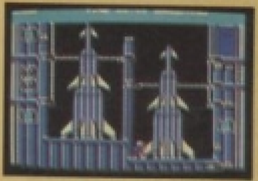
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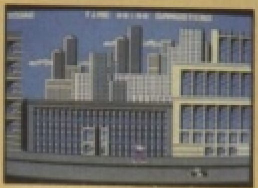
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DATABYTE

Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU

● G'day, this is one Aussie who enjoys your mag . . . well, to put it simply, a lot. Because we get your mag up to one month later, can we still enter your competitions? There is one thing that baffles me. When people say the C64 has 64K memory, does that mean RAM as well as ROM or just RAM. Could you please tell me?

Anyway, I have had an Aquarius (yes, one of those) for a year and am probably going to sell it (thank goodness). I hope to buy a C64. I read in one of your previous issues that you said you won't be printing any more listings. Is this a result of your survey?

Well, at least I've had my say, and as many of your readers say, keep up the good work!!
P Rauch,
Australia

Big Red replies: It means RAM, but 64k of memory is only available when using machine code.

● I am writing to complain about the state of the software industry today.

My first point is about the price of the software itself. There was a time, less than two years ago, when you could buy a brilliant game for only £5.95. In the short time since then, that figure has increased by £2, and in some cases more. It is extremely maddening that well-established software companies can produce games that are by no means excellent, and charge £10 for them. Then you find companies who release very good games and charge under £3 for them.

My second point concerns the advertising of software. Some companies spend surely thousands of pounds advertising games which do not exist. I think there should be a restriction on the advertising of software. I believe the companies should only begin to advertise a game when that program has been completed and is ready for sale in the shops. So let's get our software industry into shape.
Simon Machell,
Merseyside

● Thank you for the inclusion of the Pen Pals page. It is a very good idea and I have written to many interesting people. But please can you tell me why you have to forward our letters to English pen-pals. Surely it's faster for us and easier on your Mailbag section just to print their addresses. Or do you sneak a read of the letters? And if you continue your system will you pay the postage on our letters?

Please answer this as I consider this to marr an otherwise excellent and worthwhile scheme.
Ashley Cotter-Cairns,
King's Langley,
Herts

Big Red replies: Hope we've got your surname right but it was very difficult to read. The reason we do not print full addresses is in an effort to stop cranks writing in. And as to your other points, the answer is no to both.

● I have been buying your magazine since April 1985. I think it's faultless . . . or is it? I have a few ideas that I hope will make your great magazine even better.

I, being a proud owner of an Apple, am disappointed that you do not cater for this marvellous machine, apart from once or twice in the adventure section. I dare you to spare a thought for international readers.

Your competitions are great, but the closing date is only a month after publication. Your magazine arrives approximately three months late which makes entering competitions impossible. Could you, if possible, PLEASE make the closing dates a few months later?
Sam David,
Australia

● I read your magazine for the first time (June issue) and found it very enjoyable. I will make sure I get the next issue, but first, I feel that you may be able to help me. So prepare yourself for one of the strangest tales you have heard for quite some time.

"Software" is now almost a cliche, as is the phrase — "a great game" but, out of the seemingly bottomless depths of the software market, I have found two software items which have no equal, they are utterly, completely and undeniably brilliant.

They are both for the Spectrum, they are both from the same software house, and they are both penned by the fantastically, superb programmer — Mike Singleton. These games, if you haven't already guessed, are *The Lords of Midnight* and its sequel *Doomdark's Revenge*. Late 1984, I discovered that there was to be a third and sadly final "epic" game using the wonderful landscaping technique — *Eye of the Moon*. Eagerly I phoned the software house — Beyond — and enquired when it was to be released. September 1985, they said. Well, September came and went with no sign of the game. I phoned them again Easter 1986. Guess what? Easter passed with no sign of it.

Then the curious events began to occur. Beyond no longer answered the phone, or my letters to London or Market Harborough. Nobody seemed to know where they were. I immediately assumed the fatal tragedy — bankruptcy — but then, in the shops, I suddenly noticed a new release by Beyond and then another and another. I am slowly going berserk! I craved for *The Eye of the Moon*. Just like an addiction. Can you please enlighten me? Where is Beyond now? When will the game be released? You are my lost hope — I have tried everybody else I can think of — please help!
S J Harding,
Staffs

Big Red replies: Beyond has been bought by Firebird and have moved offices. As for *Eye of the Moon*, Beyond says it won't be ready before Christmas.

● I (Scott) own a 48K Spectrum and my friend and next-door neighbour (Wayne) owns a Commodore 64. We are writing to you (the best magazine by miles) to ask you in your infinite wisdom (God, Wayne, are you sure all this crawling will get us T-Shirts?). Where was I? Ah, yes, to ask if we could get modems that would enable us to talk through our different computers?

I know what you're thinking. Why do nextdoor neighbours want to talk to each other via computer when they could lean over the garden fence? The answer is that I am moving to . . . wait for it . . . West London. We would be very grateful if you could help us on this matter.
Yours modemly,
Scott (It's for Youhoo) Ratti and Wayne (Cor! What'll the bill be like) Lewis,
Swansea

Big Red replies: The brains at I.D.E.A.S. Central say the modem shouldn't be a great problem but finding suitable software to allow your computers to talk probably will. Even if you did manage to get a private link up the phone bills will probably be astronomical. Mum and dad will not be pleased. However, why not check out Micronet 800 which has a mailbox where messages can be left. Calls using the system are only charged at a local rate.

Anyway, I'm wondering why next-door neighbours just can't talk over the garden fence? Oh, yes, I see you've explained that. And you have to do a lot more crawling to get a T-Shirt.

● I am the owner of a C64 and am thinking of updating it to a Commodore 128. I also own a lot of software for my computer. I have heard from some people that all of this will work on a 128. From other people I have heard that not all software for the 64 works on the 128. Could you verify this problem for me.

Also I would like to know when *Paperboy* from Elite Systems will be released on the C64/128.
Owas Syed (Dr),
Hornsey

Big Red replies: The vast majority of your C64 software should run on the 128. Hopefully *Paperboy* should be out by now. But you never know. Oh by the way, doctor, I've been having a terrible ache in the circuits down my left side. Sometimes my memory goes totally blank. Do you think the two are connected? Or perhaps disconnected would be nearer the truth.

● I am one of the few surviving Atari owners still at large in Australia. It seems the attitude of most leading software houses is to completely ignore the existence of the Atari.

Over here as well as in Old England, the Commodore, Spectrum, and Amstrad are the leading lights in our computer industry. I think people are prejudice to the underdogs, if you don't own a Commodore, you're a nobody.

Don't people realise that the Atari's, the Apples, the Electrons etc. are all computers too. Top marks to US Gold for the work they are doing for this

C+VG Mailbag

COMPUTER + VIDEO GAMES
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computer. So K.C. Bing, of Herts, should shut up. It's not the Atari's fault, I think it's the software houses that should be shot.

On a much lighter note, the computer owners in my town, which is not what you could call big, prefer your mag to most of the business magazines which are about the only Australian computer magazines available which advertise expensive computer systems which the average Aussie can't afford at all. Your mag provides information about the stuff we want to know about. Games!!!

So keep up the good work or you'll hear the complaints all the way from here.

K J Rendell,
Kalgoorlie,
Australia

● I have been buying your mag for over a year now and I have watched it get worse and worse. In some issues of your magazine you have more Commodore 16 reviews than BBC. This is ridiculous. There are far more BBC owners than Commodore 16 owners. Even if you do review a BBC game you do not review it properly. Take *Bruce Lee*, for example, on the BBC version there is no Ninja, yet your review said that there was.

Also *Spy Hunter*, on the BBC version there are no 'ice patches' on the road and Doctor Torpedo is non-existent, the music is nothing like the 'James Bond Theme' it sounds more like 'Peter Gunn' (by The Art of Noise) to me.

You did not even mention the great speech and sound effects you hear whilst loading the game or the chance you have of switching from normal to wide graphics screen.

Since when have you been able to get *Rock and Wrestle* for £1.99 by Mastertronic and *Kane* for £9.95 by Melbourne House? This was just one of the many printing and spelling errors I spot every month, now come on C+VG pull your socks up.

B Ingall,
Eastwood,
Notts

● I enjoy reading your magazine but when I get to the reviews section — well done to all those who write the reviews — I find hardly any games for the Atari 800XL. Is this because Atari games are rubbish or what? In future editions of C+VG I would really like to see more Atari reviews so that when I buy a game I may know whether it is good or bad.

Phillip Ross,
West Byfleet,
Surrey

● Excuse me, but I wish to complain. How on earth do you get so many mistakes in C+VG's August edition? You reviewed Rock 'n' Wrestle and Kane with the wrong headlines. Come on pull your sock up. Did Big Red fall on the office?

Also what do you mean about not seeing any Oric games? **Xenon III** has just come out and you haven't reviewed it. Why not? Also please stop reviewing so many Spectrum games.

Robert Cook,
Birmingham

Big Red replies: So many mistakes, eh? If only you knew what conditions we worked under. Tough wouldn't even begin to describe them. As a matter of fact I did fall on the office.

● What did I hear Tony Takoushi say in the Hot Gossip column of the August edition? Are the sound facilities of the Atari ST as good as the highest arcade standard? Well, it sounds to me that Tony had his ears closed or he was dazzled by the graphics.

Yes, I have owned an Atari ST for a while and I too have played these games on it, but, by no means is the sound good. I would say you could compare them to a ZX Spectrum.

Because of the bad sound facilities I sold the *ST* and bought myself an Amiga and the first thing I did was to import *Marble Madness* from the USA. This game give a real demonstration of the Amiga facilities, fast animation, beautiful graphics and stereo sound.

One piece of advice to all the gameters on a C64, *XL*, *XE* computer. If you do want to buy a 16 bit computer save up the money for an Amiga, it is worth every penny.

The General
Holland

● Watch out for Mailbag next month, when we introduce a new member of the team . . . LIEUT. LAWW



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NEXT MONTH

ALIENS is the awesome sci-fi movie of the year. And there's going to be a game of the film coming from top software creators Electric Dreams. We take a sneak peek at the game that could turn your every waking moment into a nightmare! Watch for the 'orrible Alien on the cover and get your teeth into C+VG before it catches up with YOU! Awwwk!
PLUS: Special fifth birthday competitions!
PLUS: More on Domark's smash hit — Trivial Pursuit!
PLUS: Free adventure poster!
PLUS: Tons of stuff we haven't thought up yet!
PLUS: Oh God! Someone turn their typewriter off, we're running out of space . . .

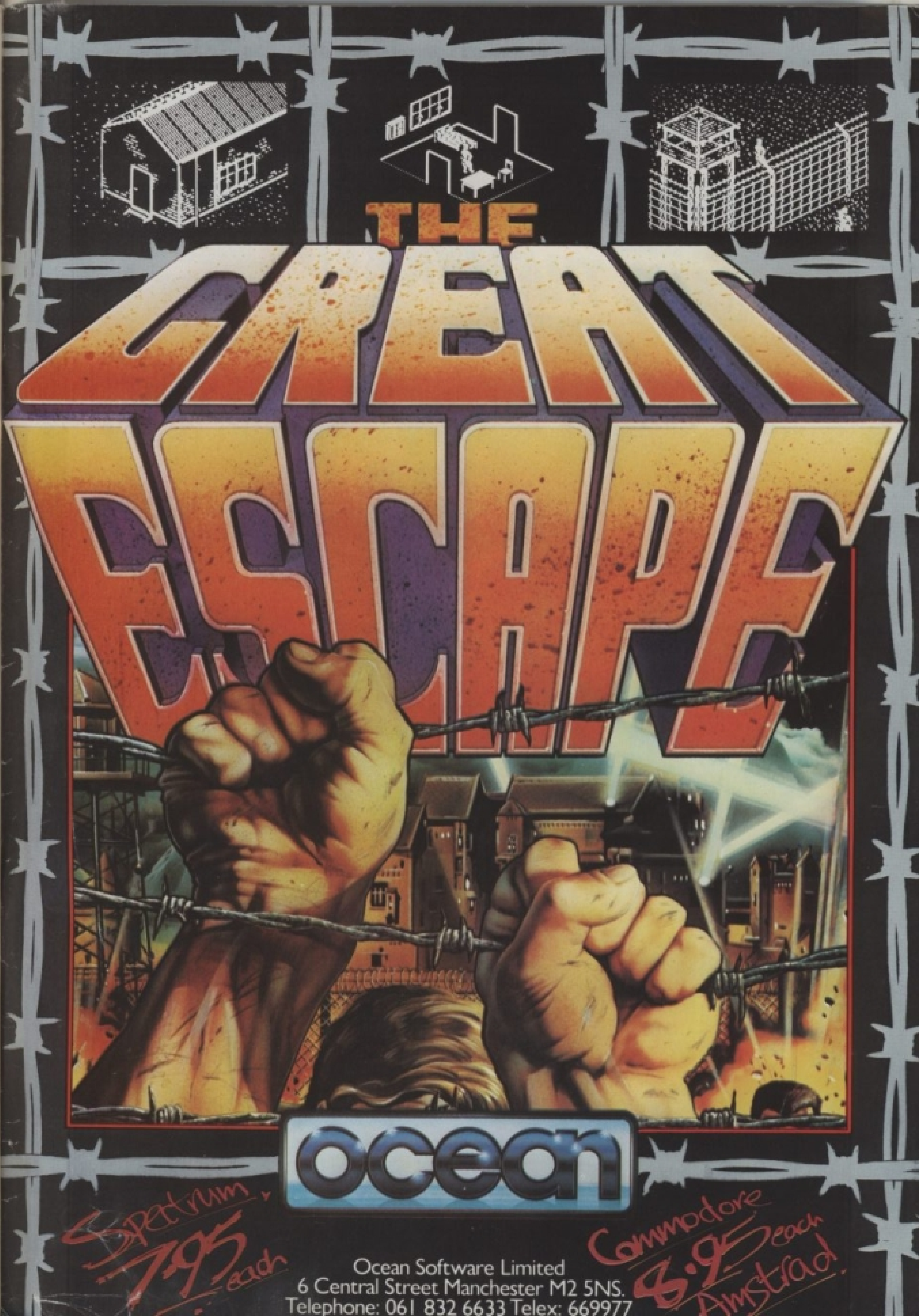
Happy Birthday to us, happy birthday to us, happy birthday C+VG, happy birthday to us! What's this? Someone celebrating or something? You bet we are! C+VG is FIVE years old next month. That makes us the longest surviving games magazine in the UK. We reckon that's quite an achievement and we intend to celebrate it in style with special features and competitions plus another of C+VG's ever popular freebies tasteful stuck to the front of the magazine. Read on for more details.
Five years on we'll be announcing our Birthday Honours. Who'll be getting the Longest Lasting Software House award, what was THE game of the last five years, who is C+VG's most loyal reader, and then there's the most ancient program. All these questions and more will be answered in just 28 days time.

FREE with November's C+VG is the IDEAS CENTRAL Handbook II. Son of the amazingly popular freebie we gave away with our July issue, this new collectable 24 page, full-colour booklet will be packed with play-to-win tips from the programmers who brought you games like *Ghosts n' Goblins, Dan Dare, Infiltrator, Jack the Nipper, Miami Vice* and many more. Melissa and her team of tipsters have been gathering together the info that will help you get more out of your micro-games. You better get hold of your copy of November's C+VG before someone else does!

PBM, C+VG, OK! Yes, next month we launch our brand new computer moderated Play-by-Mail game called Conquest. Conquest is a game of conflict — and, er, conquest. All would be dictators should sign on for this new departure in global warfare next issue. There will be monthly prizes plus lots of fighting fantasy. Don't miss your chance to get in on the action.
November is nostalgia month in C+VG! We'll be looking back at some of the games that changed the face of the computer. We'll be looking back at how C+VG began. Just what DID the first issue look like? Our longest serving writer Old Campbell himself, will be taking a nostalgic look back at Adventures he has known and loved, and nominating his all time favourite fantasy.

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